THE WORLD'S BEST CONSOLE AND 16-BIT COMPUTER MAGAZINE

RAZE No6

RAZE

APRIL 1991
A NEWSFIELD PUBLICATION
UK £1.95 US $4.50
INCORPORATING
The Games machine

INSIDE:
CRIMEWAVE, MIGHTY BOMBJACK, RAMPAGE, ROBO SQUASH, RYGAR, SUPER REAL BASKETBALL, TEAM SUZUKI, PHANTASY STAR II, ULTIMATE RIDE...

PLUS OVER 100 BLOCK BUSTING GAMES COVERED FOR YOUR MACHINE!

- ATARI 7800
- LYNX
- GAME BOY
- MEGA DRIVE
- NINTENDO
- PC ENGINE
- MASTER SYSTEM
- AMIGA
- ATARI ST
- IBM PC

MIDWINTER II

Fight for freedom in MicroProse's stunning strategy action adventure!

DUCK TALES

Exclusive gander at console and computer versions of this quacking Disney adventure!

FREE!

© The Walt Disney Company

9 770960 770008 04

Special Reserve NRG CYBERZINE

Special Reserve SHOCKING

Over 2,000 products in our catalogue — Over 30,000 members i

SPECIAL RESERVE CLUB BENEFITS INCLUDE:

- ***NRG*** (Energy magazine) **N**ews, **R**eviews and **G**raphics. Screen shots, pack shots, charts, latest Giga-Savers. Game reviews in every issue. Night City Cybertoon and the kill-or-die adventures of the Cyberpunk ***NRG*** street gang - It's Cyber-fantastic! ***NRG*** - bi-monthly to all Special Reserve members.
- ***Release Schedules***, sent bi-monthly with updated catalogue information.
- ***Sales hotline***, to 8pm weekdays, 5-30pm Saturdays and 5pm Sundays. 0279 600204
- ***Fast despatch*** of stock items ***individually wrapped*** by ***first class post.***
- ***Written confirmations*** (receipts) sent when we receive each order.
- ***Catalogue, Membership Card & Folder*** for ***NRG***.
- ***Refunds*** or change of order on request if delayed.
- ***No Obligation*** to buy. We do not require a signed contract, nor is there any age requirement. With Special Reserve there are no hidden costs.

ANNUAL UK MEMBERSHIP UK £6.00 EEC £8.00 WORLD £10.00 **£6.00**

SALES LINES 0279 600204

Nintendo Gameboy

Official UK Version. Free Shockware holsters and Special Reserve membership.

Gameboy + Tetris, two player lead, stereo headphones and batteries **69.99**

+ FREE Shockware holsters and belt
+ FREE Special Reserve membership

Gameboy Software etc. (MORE SOON)

ALLEYWAY	15.99	REVENGE OF GATOR	15.99
BALLOON KID	15.99	SOLAR STRIKER	15.99
DOUBLE DRAGON	15.99	SPIDERMAN	15.99
GARGOYLES QUEST	15.99	SUPER MARIO LAND	15.99
GOLF	15.99	TENNIS	15.99
KING OF THE ZOO	15.99	WIZARDS AND WARRIORS	15.99
KWIRK	15.99	SHOCKWARE GAMEBOY HOLSTERS + BELT	7.99
QIX	15.99		

Nintendo Entertainment System

Official UK Version. Free Special Reserve membership

Nintendo Entertainment System Mutant Machine **89.99**

+ 2 Joypads + Teenage Mutant Hero Turtles Game
+ FREE Special Reserve membership

Nintendo Entertainment System Software etc.

AIRWOLF	18.49	PROBOTECTOR	25.99
BAD DUDES	29.99	PUNCH OUT	21.99
BATMAN	32.99	RAD GRAVITY	25.99
BAYOU BILLY	29.99	RAD RACER	25.99
BLACK MANTA	25.99	RESCUE	21.99
BUBBLE BOBBLE	21.99	RUSH 'N' ATTACK	25.99
DONKEY KONG CLASSICS	18.49	RYGAR	21.99
DOUBLE DRAGON	28.99	SILENT SERVICE	28.99
DOUBLE DRAGON 2	32.49	SKATE OR DIE	21.99
DOUBLE DRIBBLE	21.99	SNAKE RATTLE AND ROLL	21.99
EXITEBIKE	18.49	SOCCER	21.99
FAXANADU	25.99	SOLAR JETMAN	25.99
GAUNTLET 2	32.49	SOLOMONS KEY	18.49
GHOSTBUSTERS 2	28.99	SPY VS SPY	18.49
GHOSTS AND GOBLINS	21.99	STEALTH ATF	25.99
GOLF	21.99	SUPER MARIO BROS 2	32.99
GRADIUS	21.99	SUPER MARIO BROTHERS	21.99
GREMLINS 2	32.49	SUPER OFF ROAD RACER	21.99
GUNSMOKE	21.99	TEENAGE MUTANT HERO TURTLES	28.99
IRON SWORD	29.99	TENNIS	21.99
JACK NICKLAUS GOLF	28.99	TETRIS	21.99
LIFE FORCE	21.99	TIGER HELI	18.49
MEGA MAN 2	32.99	TO THE EARTH	21.99
NINTENDO WORLD CUP	25.99	TOP GUN	25.99
PAPERBOY	18.49	TRACK AND FIELD 2	25.99
PINBOT	25.99	TURBORACING	29.99
PRO WRESTLING	25.99	WIZARDS AND WARRIORS	18.49

NES ADVANTAGE JOYSTICK	32.99	NES FOUR SCORE (4 PLAYER ADAPTOR)	27.49
NES DOUBLE PLAYER (REMOTE JOYSTICK)	39.99	NES MAX (TURBO JOYPAD)	22.99
		NES ZAPPER (LIGHT GUN)	27.49

Lynx Software

3D BARRAGE	27.49	PINBALL SHUFFLE	27.49
720 DEGREES	27.49	RAMPAGE	27.49
APB	27.49	ROAD BLASTERS	27.49
BASKETBRAWL	27.49	ROBO SQUASH	27.49
BLOCK OUT	27.49	RYGAR	27.49
BLUE LIGHTNING	21.99	S.T.U.N RUNNER	27.49
CHEQUERED FLAG	27.49	SCRAPYARD DOG	27.49
CHIPS CHALLENGE	21.99	SHANGHAI	27.49
ELECTRO COP	21.99	SLIMEWORLD	23.49
GATES OF ZENDECON	21.99	TOURNAMENT CYBERBALL	27.49
GAUNTLET 3	27.49	TURBO SUB	27.49
GRID RUNNER	27.49	VINDICATORS	27.49
KLAX	27.49	WARBIRDS	27.49
LYNX CASINO	27.49	WORLD CUP SOCCER	27.49
MS PACMAN	27.49	XENEPHOBE	27.49
NFL SUPER-BOWL	27.49	XYBOTS	27.49
PACLAND	27.49	ZALOR MERCENARY	27.49
PAPERBOY	27.49		

Atari Lynx

Official UK Version. Free Special Reserve membership

Lynx colour handheld system

+ mains powerpack & California Games
+ FREE Special Reserve membership

119.99

NG PRICES

Special Reserve

members in our clubs

Over 40,000 games in our warehouse

Special Reserve NRG CYBERZINE

Sega Megadrive

Official UK Version. Free extra Joypad and Special Reserve membership.

Megadrive

+ Altered Beast + Joypad 189.99

+ FREE extra Turbo joypad
+ FREE Special Reserve membership

Megadrive Software

ALEX KIDD IN THE ENCHANTED CASTLE	23.99	PHANTASY STAR 2	46.49
ARNOLD PALMER TOURNAMENT GOLF	27.49	POPULOUS	30.99
BATTLE SQUADRON	30.99	RAMBO 3	23.99
BUDOKAN	30.99	REVENGE OF SHINOBI	27.49
COLUMNS	23.99	SPACE HARRIER 2	27.49
CYBERBALL	27.49	STRIDER	34.49
ESWAT	27.49	SUPER HANG ON	27.49
FOOTBALL	30.99	SUPER LEAGUE BASEBALL	27.49
FORGOTTEN WORLDS	27.49	SUPER MONACO GRAND PRIX	27.49
GAIN GROUND	27.49	SUPER REAL BASKETBALL	27.49
GHOSTBUSTERS	27.49	SUPER THUNDERBLADE	27.49
GHOULS N GHOSTS	34.49	SWORD OF SODAN	30.99
GOLDEN AXE	27.49	SWORD OF VERMILLION	38.99
HARD DRIVIN'	27.49	THUNDERFORCE 2	27.49
JOHN MADDENS (U.S) FOOTBALL	30.99	TRUXTON	27.49
LAST BATTLE	27.49	TWIN HAWK	27.49
MOONWALKER	27.49	WORLD CUP ITALIA 90	23.99
MYSTIC DEFENDER	27.49	ZANY GOLF	30.99
		ZOOM	23.99

POWER BASE CONVERTER (Allows Use of Master System Games)	28.49
TURBO (FAST FIRE) JOYPAD	14.99
SEGA MEGADRIVE ARCADE POWER STICK	34.99

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED. VAT reg. no. 424 8532 51
Inter-Mediates Ltd. Reg. Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.

Phone 0279 600204 and ask for our full catalogue absolutely free.

Sega Master System

Official UK Version. Free Special Reserve membership.

SEGA MASTER SYSTEM, TWO JOYPADS, ALEX KID **79.99**
+ FREE Special Reserve membership

SEGA MASTER PLUS SYSTEM WITH LIGHT PHASER GUN, ALEX KID AND MARKSMAN GAMES **99.99**
+ FREE Special Reserve membership

QUICKJOY SG JETFIGHTER MASTER SYSTEM JOYSTICK	13.99
SEGA MASTER CONTROL STICK	14.99
SEGA MASTER HANDLE CONTROLLER (YOKE)	34.99
SEGA MASTER LIGHT PHASER GUN	29.99
SEGA MASTER LIGHT PHASER GUN WITH TRAP SHOOTING, MARKSMAN SHOOTING & SAFARI HUNT	44.99
SEGA MASTER RAPID FIRE UNIT	7.99
SEGA MASTER SG COMMANDER CONTROL PAD	9.99

Sega Master Software

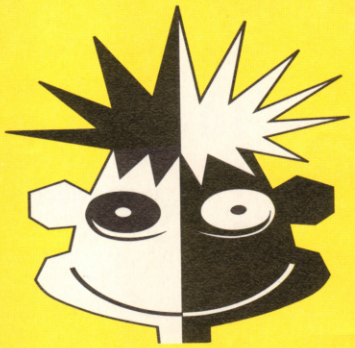
ACTION FIGHTER	11.99	ENDURO RACER	9.99	PARLOUR GAMES	14.99
AERIAL ASSAULT	22.99	ESWAT	22.99	PRO WRESTLING	22.99
AFTERBURNER	22.99	F16 FIGHTER	14.99	R-TYPE	22.99
ALEX KIDD	19.99	FIRE AND FORGET 2	22.99	RAMBO 3	22.95
ALEX KIDD IN HIGH TECH WORLD	22.99	GAIN GROUND	22.99	RASTAN	22.99
ALEX KIDD IN SHINOBI WORLD	22.99	GAUNTLET	22.99	RESCUE MISSION	9.99
ALEX KIDD LOST STARS	22.99	GHOSTBUSTERS	22.99	ROCKY	22.99
AMERICAN BASEBALL	22.99	GOLDEN AXE	22.99	SECRET COMMAND	11.99
AMERICAN PRO FOOTBALL	22.99	GOLFAMANIA	25.49	SHINOBI	22.99
AZTEC ADVENTURE	11.99	GREAT BASKETBALL	19.99	SUBMARINE ATTACK	22.99
BOMBER RAID	22.99	GREAT GOLF	19.99	SUPER MONACO GRAND PRIX	22.99
CALIFORNIA GAMES	22.99	IMPOSSIBLE MISSION	22.99	SUPER TENNIS	9.99
CASINO GAMES	22.99	INDIANA JONES	22.99	TEDDY BOY	9.99
CHASE HQ	22.99	JUNGLE FIGHTER	22.99	TENNIS ACE	22.99
COLUMNS	19.99	MONOPOLY	22.99	TRANSBOT	9.99
CYBORG HUNTER	19.99	MOONWALKER	22.99	ULTIMA 4	29.99
DOUBLE DRAGON	22.99	NINJA	9.99	WONDERBOY	19.99
DYNAMITE DUX	22.99	OPERATION WOLF	22.99	WONDERBOY 3	22.99
		OUTRUN	22.99	WORLD SOCCER	19.99
		PAPERBOY	22.99	ZILLION 2	23.99

SPECIAL RESERVE CLUB BENEFITS INCLUDE:

- ***NRG*** (Energy magazine) **N**ews, **R**eviews and **G**raphics. Screen shots, pack shots, charts, latest Giga-Savers. Game reviews in every issue. Night City Cybertoon and the kill-or-die adventures of the Cyberpunk ***NRG*** street gang - It's Cyber-fantastic! ***NRG*** - bi-monthly to all Special Reserve members.
- ***Release Schedules***, sent bi-monthly with updated catalogue information.
- ***Sales hotline***, to 8pm weekdays, 5-30pm Saturdays and 5pm Sundays. 0279 600204
- ***Fast despatch*** of stock items ***individually wrapped*** by ***first class post.***
- ***Written confirmations*** (receipts) sent when we receive each order.
- ***Catalogue, Membership Card & Folder*** for ***NRG***.
- ***Refunds*** or change of order on request if delayed.
- ***No Obligation*** to buy. We do not require a signed contract, nor is there any age requirement. With Special Reserve there are no hidden costs.

ANNUAL UK MEMBERSHIP £6.00
UK £6.00 EEC £8.00 WORLD £10.00

Nim Numnutz



WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN
THERE IS A SURCHARGE OF 50P PER GAME FOR TELEPHONED ORDERS
(PLEASE PRINT IN BLOCK CAPITALS)

Name & Address _____

_____

_____

Post Code _____ Tel. _____

Machine type _____

Payable to: **Special Reserve**
P.O. Box 847, Harlow, CM21 9PH

Existing members please enter your Membership No. _____

Special Reserve annual membership RAZE 9
£6.00 UK, £8.00 EEC, £10.00 World

PLEASE ENTER MEMBERSHIP FEE £ _____

Item _____ £ _____

Item _____ £ _____

Item _____ £ _____

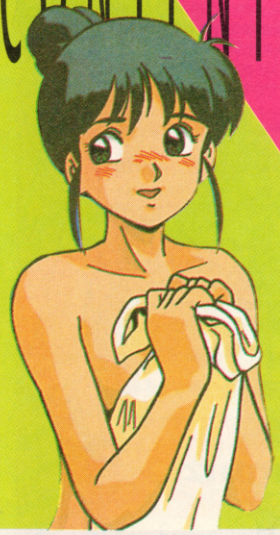
£ _____

Software Prices include UK or EEC Postage.
World software orders please add £1.00 per item.
For non-software items such as joysticks please add Overseas carriage of10% EEC or 25% World (no UK charge).
Overseas orders must be paid by credit card.

Credit card issue/expiry date _____

*CHEQUE/*POSTAL ORDER/*MASTERCARD/*VISA/*ACCESS

CONTENTS



Fast Forward	6
Big in Japan	10
Entertainment USA	14
Sega City	16
Narly Nintendo	18
NEC Knacks	20
Atari Attack	22
Sights on CD	24
RAZE Reviews	27
Hacks & Stacks	72
Budget Blitz	74
Sony TV Competition	82

ISSUE SIX

Classic Mah-Jongg strategy action
SHANGHAI 22

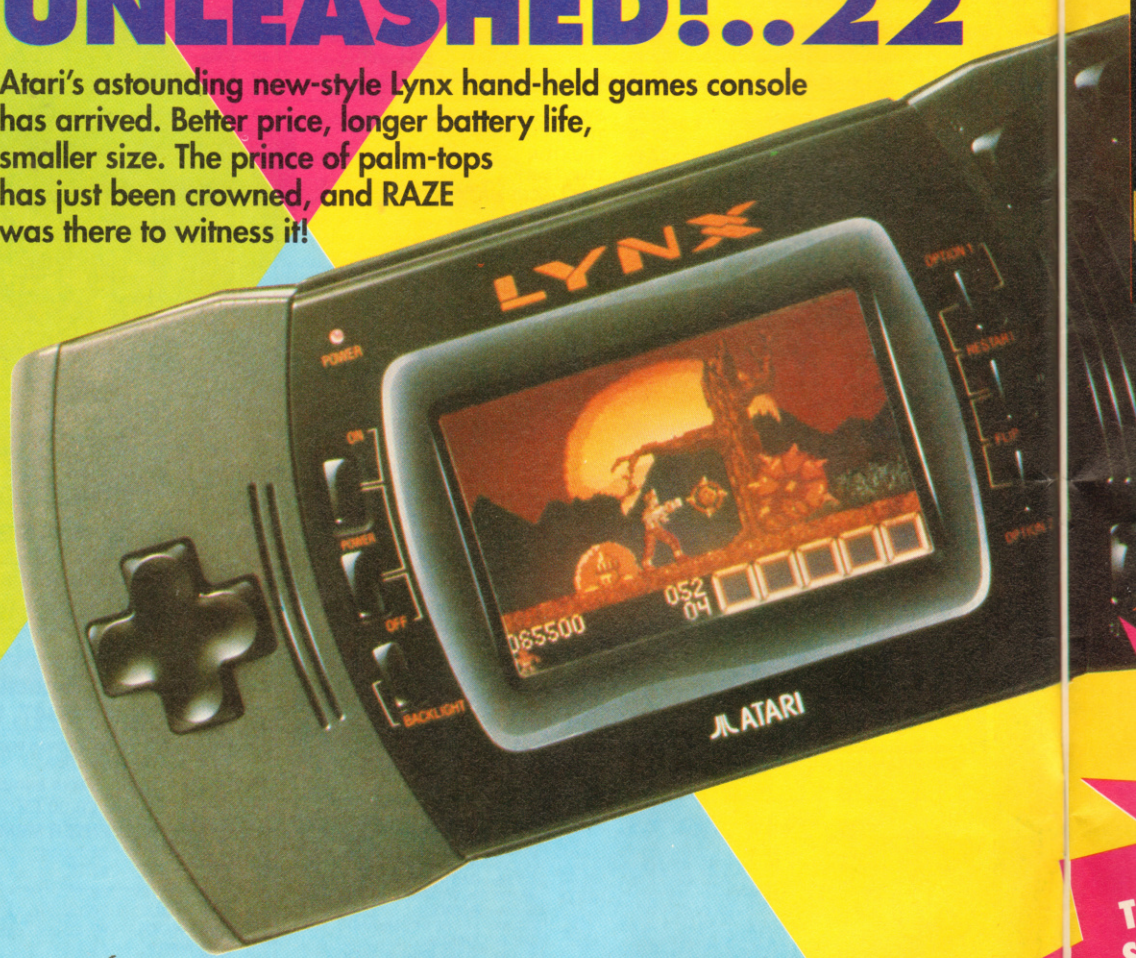
■ Atari Lynx ■

US Gold's stunning shoot-'em-up
CRIMEWAVE.....36

■ Amiga ■ Atari ST ■ IBM PC ■

UNLEASHED!..22

Atari's astounding new-style Lynx hand-held games console has arrived. Better price, longer battery life, smaller size. The prince of palm-tops has just been crowned, and RAZE was there to witness it!



EDITOR Richard Monteiro. **STAFF WRITERS** Julian Boardman, Les Ellis. **JAPAN CORRESPONDENT** Shintaro Kanaoya. **USA CORRESPONDENT** Hank Weinsnotter. **ADVENTURE CORRESPONDENT** Paul Rigby. **COIN-OP CORRESPONDENT** Suzy Uki. **DESIGN & LAYOUT** Ian Chubb, Rebecca Owen **PRODUCTION & CIRCULATION DIRECTOR** Jonathan Rignall. **GROUP ADVERTISEMENT MANAGER** Judith Bamford. ADVERTISEMENT SALES EXECUTIVES Neil Probert, Justine Pritchard. **GROUP PROMOTIONS EXECUTIVE** Richard Eddy. **MAIL ORDER** Carol Kinsey. **SUBSCRIPTIONS** Caroline Edwards. **PUBLISHER** Franco Frey.
ADVERTISEMENT ADDRESS Raze, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW Tel: 0584 875851 Fax: 0584 876044

Competition Rules: No person who is connected in any way to the Publisher or the competition sponsor may enter the competition. The Publisher reserves the right to substitute prizes of comparable value in cases outside the Publisher's control whether this be for reason of the sponsor defaulting or the product/gift becoming unavailable.

RAZE

Steeeriiikke it lucky in baseball
SUPER LEAGUE.....42

■ Mega Drive ■

COME RIDE WITH ME, BIG BOY!...28
Thrill to the spills of formula one racing in US Gold's spectacular conversion of the Sega coin-op, Super Monaco GP.

GRAB A PIECE OF THE ACTION! TAKE AWAY A FANTASTIC STEREO SONY COLOUR TV COURTESY OF US GOLD...82

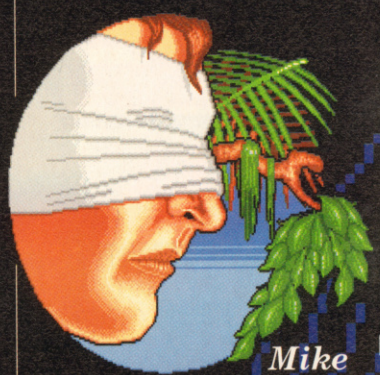
Consoles

ATARI LYNX	Rampage	47
	Robo-Squash	38
	Rygar	46
	Shanghai	22
MASTER SYSTEM	Super Monaco GP	28
MEGA DRIVE	ESWAT	32
	Ghostbusters	54
	Phantasy Star II	34
	Super League	53
	Super Real Basketball	52
	Super Monaco GP	28
	Twin Hawk	44
NES	Duck Tales	58

16-Bit

AMIGA	Crimewave	36
	Exterminator	68
	Mighty Bombjack	60
	Super Monaco GP	28
	Team Suzuki	40
	The Ultimate Ride	30
ATARI ST	Alpha Wave	62
	Crimewave	36
	Exterminator	68
	Mighty Bombjack	60
	Team Suzuki	40
IBM PC	Countdown	66
	Jones in the Fast Lane	56
	Links	70
	Spirit of Excalibur	42

EDITORIAL ADDRESS RAZE, The Words Works Ltd, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH. Tel: 0225 765086, Fax: 0225 777869. **MAIL ORDER & SUBSCRIPTIONS** Tel: 0584 875851 Fax: 0584 876044. **PRINTED** BY BPCC Business Magazines (Carlisle) Ltd, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR - a member of of the BPCC Group **DISTRIBUTED** by COMAG, Tavistock Road, West Drayton, Middlsex. **A NEWSFIELD PUBLICATION ISSN 0960-7706** © NEWSFIELD 1990. ■ No material may be reproduced in any shape or form, in part or in whole, without the written consent of the copyright holder. We cannot undertake to return any solicited or unsolicited material, hardware, software, test, photography or otherwise, sent to RAZE unless it is accompanied by a suitable SAE. The publisher reserves the right to edit any written material. The views expressed in RAZE are not necessarily those of the publishers.



HOT STUFF!

Mike Singleton's epic Midwinter was hailed by many as the strategy game of the decade. But now the sequel, Flames of Freedom, is ready to ask the question, how many games of the decade can you have? Julian Boardman makes room for one more

The sequel to last year's hit strategy, *Midwinter*, takes place 60 years after the original in a balmy 42-island (yes, 42!) archipelago off the coast of West Africa. The winter caused by a huge meteorite has long since passed, leaving the action to take place in sea and sun. But sea levels have risen forcing the inhabitants of Midwinter Isle to flee to the island of Agora, the main island of the archipelago. The whole of the area is controlled in the main by the Atlantic Federation.

The evil dictatorship of the Saharan Empire, based on the African mainland, is intent on overtaking the islands and defeating the Atlantic Federation. They have already enslaved some of the islands, and as the Federation's best agent it is up to you to stop them.

The islands are linked by a network of supply routes. Each island has its own danger rating, measured in up to five skull and crossbones. Cutting off the supply routes to a very dangerous island, by taking control of less dangerous islands around it, will lessen its danger rating, making it easier to capture. But the Saharans could just as easily do the same to you, and send the danger rating shooting right up, and leaving you trapped in hell.

To win over an island you must successfully complete six missions, for example knocking off a police chief, or destroying a Saharan installation. If you can take control of the right islands, control of the

Adjusting the eight parts of your psyche is very important. In the finished version, it will be impossible to be such an all-round great guy like this chap is. But it's not just psyche that you'll be able to alter via the intricate arrangement of icons. Most of the game's many elements are reached via this nifty scheme. As you can see here, the bearded bod is gearing up for action.

GUIDE TO FLAMES OF FREEDOM ICONS

Charm – one of the six icons that make up your psyche.

Deception – another element making up your psyche.

Aggression – can be used in various circumstances.

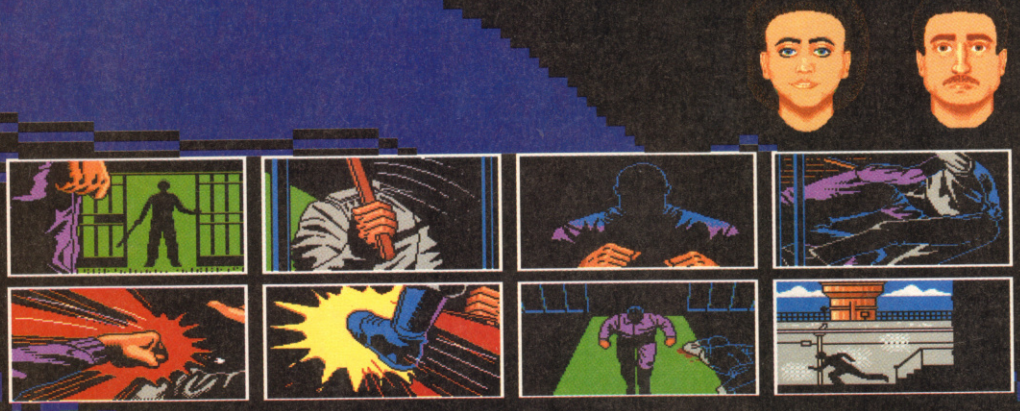
Mission briefing – find out the what, when, why and how.

Sex appeal – yet another of your psyche attributes.

Converse – make friendly conversation with someone.

Seduction – when captured you can seduce your way out.

Transport – lets you see the vehicle offered to you.



A close-up tactical map of the isle of Beni Mazar giving details of Federation positions around it. It also shows the high detail the 3-D fractal graphics allow. The picture to the right is the main tactical map showing: A, your cursor; B, your home island of Agora where the final battle will be fought; C, supply routes which are very important.

physiological. Creating characters is always a juggling operation, a compromise, no-one can be perfect, and one attribute is always increased to the detriment of another.

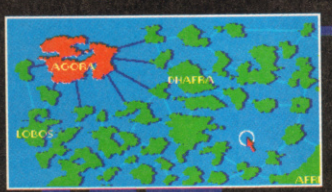
With 42 islands, fully implemented seascape in between, 22 modes of transport, thousands of buildings and 4,000 characters in 500,000 square miles of 3-D light-sourced environment, *and* a manual that gives over 150 pages of intense strategy for those who want to get really involved, it is going to be one hell of a game.

Midwinter II – Flames of Freedom from Rainbird will be available on Amiga (May) and Atari ST (March), priced £29.99, and IBM PC (June), priced £34.99.

inevitable final battle against the empire on the island of Agora will be far easier to win. Out of the 42 islands you only actually need seven, but they must be exactly the right seven, or you'll fail miserably against the huge resources of the Saharans.

Each of the islands has its own cultural background and contains some of the four thousand characters with which you can interact. Considerately, the programmers have provided an in-game notebook to allow you to keep track of who you have met and any details you may wish to remember.

The game is played from a first person perspective, making it a "Game of Personalisation", a true roleplaying game (and also getting rid of the need to control over 30 characters at once, one of the main niggles of *Midwinter*). At the beginning you are given the chance to create an agent from eight psychological characteristics and five



While on the move, the status bar at the top remains the same. Details of your position on the island, speed, direction, the weapon you're carrying, your energy, the time, and other information is given here. The only things that change are the view and the capabilities of each vehicle.

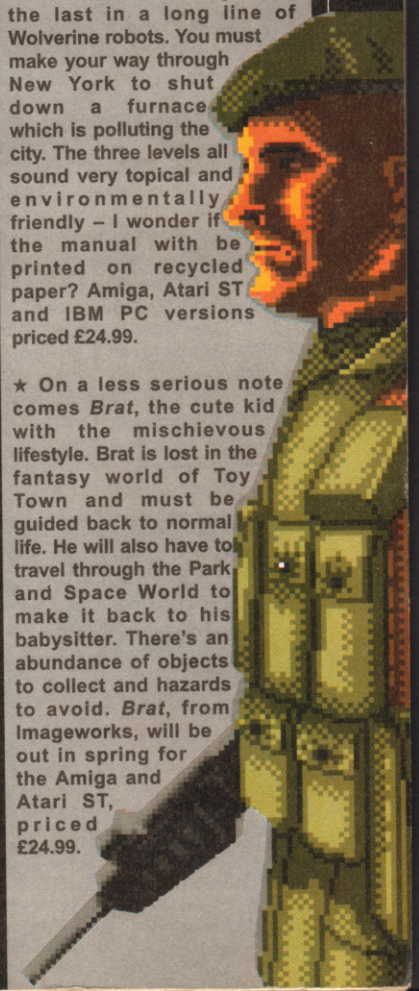
PREVIEW POSTSCRIPT

★ Hot news from Electronic Arts this month with the imminent release of the Amiga conversion of *Warlords*. Like the hit IBM PC game, it will retail for £24.99. *Warlords* is an eight-player strategy affair where you must battle to win control of the other players' territories, therefore taking over the world. Sounds a bit like an Imageworks game...

★ Imageworks have a sprinkling of releases over the next few months. In *Mega-lo-Mania* you must battle with three computer controlled opponents to gain control of a planet in deep space. Apparently, the game contains superb graphics, startling sound effects and has some humorous touches to add to the fun. The action takes place over several ages with characters from one age sometimes appearing in another. Release details are sketchy but it should be out on the Amiga, Atari ST and Amiga.

★ Imageworks have released details of the game they hope will be shoot-'em-up of the year for 1991. In *Robozone*, you play the last in a long line of Wolverine robots. You must make your way through New York to shut down a furnace which is polluting the city. The three levels all sound very topical and environmentally friendly – I wonder if the manual with be printed on recycled paper? Amiga, Atari ST and IBM PC versions priced £24.99.

★ On a less serious note comes *Brat*, the cute kid with the mischievous lifestyle. Brat is lost in the fantasy world of Toy Town and must be guided back to normal life. He will also have to travel through the Park and Space World to make it back to his babysitter. There's an abundance of objects to collect and hazards to avoid. *Brat*, from Imageworks, will be out in spring for the Amiga and Atari ST, priced £24.99.



A: No idea!

GIFT FROM THE GODS

RAZE renegade, Julian Boardman played God and gave everyone magic pockets

Having taken another industry award this year for *Speedball II* as the best arcade game of the year, The Bitmap Bros, alias Renegade, are on a bit of a roll. Their two new products, their only releases planned for the first half of the year, look like continuing their run. Indeed, to cash in on the undoubted popularity of the original "lads" of the software industry, Mirrorsoft and Mastertronic are respectively rereleasing *Speedball*, the seminal future sports game, at just £9.99, and *Xenon*, the prequel to the 1989's arcade game of the year, at a similar price.

Gods, due for release in early March, is a mammoth concept. It introduces aliens with artificial intelligence to the level where it is almost an interactive action game. The game itself is also blessed with a level of intelligence to help the player come to grips with the system itself.

The game revolves around a gladiator who has to travel through four worlds in order to complete four tasks and assume the immortal status of a demigod. He has to take on a whole host a monsters, puzzles and seemingly impassable obstacles. The player has to come to terms with the various ways that the game can be played, the puzzles can be solved, and the baddies can be beaten.

The first world is something of a learning experience for the player, giving them a chance to get used to the puzzle structure of the gameplay. For example, a player may have sussed a fairly elementary puzzle, say to find a key. Should he, once he has got used to it, perform the task very quickly, he may be rewarded for his speed. This reward may make one of the later puzzles far easier than it would have been.

All of the aliens and characters have attributes that affect their behaviour. Some will attack, some will roam, and others may wander in groups following a leader, kill the leader and then bugger off. Another character, like a thief, can be used to your advantage and perform dangerous tasks for you with a bit of trickery and coercion.

Should you be totally crap however, the game will make adjustments for your level of skill to stop the game being consigned to the shelves. Because most levels are timed and the health and status are constantly monitored, the game can drop in ridiculously thick aliens, who might drop loads of health for you and save your life. But don't think that you can fool the game by being deliberately crap, you will only be able to get so far without certain objects.

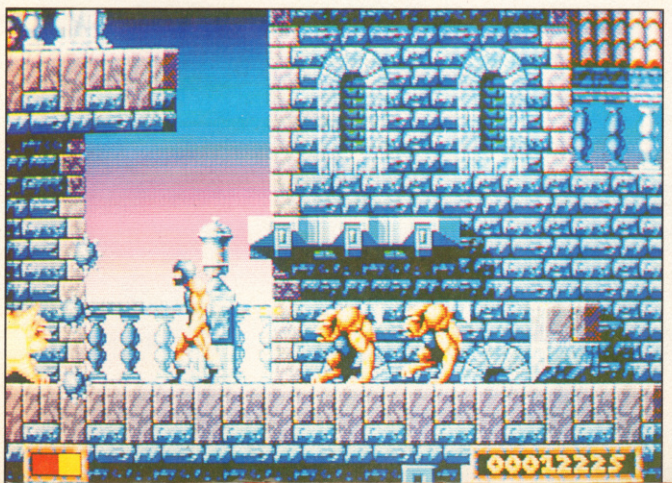
An intelligent platform game is something of a rarity and what makes it even better is that there are so many ways of playing it. Only very rarely will two games be the same, giving a whole new meaning to value for money.

Magic Pockets will be following on in May, fingers crossed. A poor lad has had all his toys stolen from his pockets by monsters. He then duly dives into the magical world below the fluff and 5p coins like some character from the Beano. From then it becomes a romp through the programmer's childhood in a huge platform scenario. He has to retrieve his toys from the six levels of each world before the nasties do. Then he can use the toy to go on a little bonus run through the level taking out all the monsters.

Throughout the four levels, the kid has to race around using the magic in his pockets to produce a weapon with four power levels. The longer he spends fiddling in his pockets, the higher the level. Each time he knocks out one of the nasties they drop sweets. Some have more hit points than others so need more hits but they do drop more sweets when they finally go.

A lot of emphasis is placed on the score which affects the number of power-ups you receive and so on. This flexibility allows the player to get through the game in different ways depending on how he manipulates the score, creating different gameplay situations. If you are doing well, one of the monsters will make a direct run for the toy. If he gets it you lose your toy bonus, and a lower score means less power-ups.

A cutsie platform game with a degree of intelligence from the Bitmaps. Look out for it in early May.



Whatever happened to Ali Bongo?

PREVIEW POSTSCRIPT

★ **Imageworks, in association with Vivid Image, have a Japanese beat-'em-up planned for this autumn. Called *First Samurai*, it follows a young warrior as he travels forward in time to the Japan of 2323 AD to avenge the death of his master. Available for Amiga, Atari ST and IBM PC.**

★ **MicroProse have formed a deal with Legend Entertainment Inc. Their first release will be the text adventure *Spellcasting 101: Sorcerers Get All The Girls*, written by Steve Meretzky. A sorcerer is trying to escape from his evil stepfather but first he must negotiate raucous fraternity parties, excursions and spell-practising in the simulation lab. Available from MicroProse on the IBM PC at £29.99 now.**

★ ***Cruise for a Corpse* is the next release from Cinematiqué through US Gold. You play Inspector Raoul Dussentier who, jinxed in the same way as Poirot and Marple, keeps finding murders wherever he goes. The mouse-driven adventure takes place on a rich Greek's yacht. Expect it on all 16-bit formats sometime in the spring.**

★ ***Cybercon III*, from US Gold, is the Assembly Line's latest venture (after *E-Motion* and *Vaxine*). A peace-keeping computer has gone mad (where have I heard that before?) and you have to go into the Cybercon III's defence complex to salvage the equipment and destroy the computer. The 3-D vector graphic-based arcade adventure should be with us in March on all 16-bit formats.**

★ **Strategy fans will be pleased to know that Impressions have two new releases planned. *Cohort-Fighting For Rome* is the successor to *Rorke's Drift*, and *Merchant Colony* sees you trying to colonise unknown lands for 19th century England. Expect both around now for £24.99.**

CUTE
AND
CUDDLY
CHAOS!

SUMMER CAMP

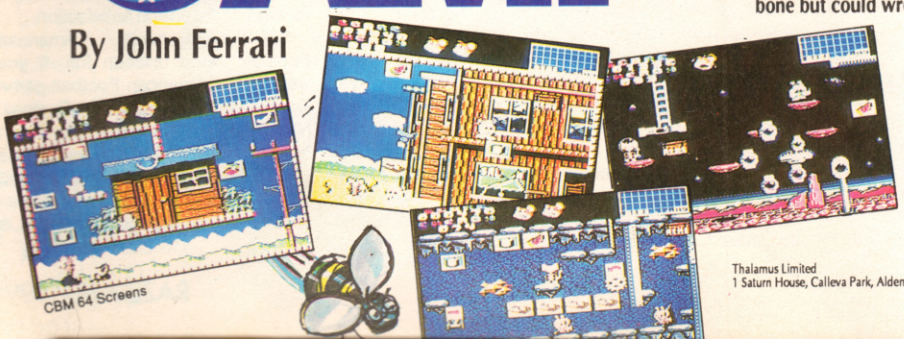
By John Ferrari

GET INVOLVED IN THE
CRAZIEST CARTOON GAME EVER!

Maximus Mouse has to retrieve the lost Stars&Stripes for the grand Opening Day of Summer Camp - but where is it?

Screen after screen of madcap action, addiction and the most colourful collection of cute, crazy but deadly characters you're likely to find!

It's the arcade game that tickles your funny bone but could wreck your vacation..!



CBM 64 Screens

Voted
YC Fun One 96%

CBM 64/128
£9.99cass £14.99disk
Amiga
Atari ST £19.99

Thalamus Limited
1 Saturn House, Calleva Park, Aldermaston, Berksshire RG7 4QW Tel 0734 817261

THALAMUS

BIG IN

There's no truth to the rumour that our correspondent – Shintaro Kanaoya – was the only Japanese person to be drafted by the army to help in the Gulf conflict. While it's true Shintaro is involved in a gulf conflict, it has nothing to do with the Middle East and everything to do with Suzy Uki!

Minasama yokoso. All my rantings and ravings concerning the Super Famicom have been for a very good reason. The machine is one hell of a performer! I'm sure many of you must have seen Nintendo's latest games console – at a friend's or computer show – and been suitably impressed. Let's face it, the console kicks the crap out of anything in crap kicking distance.

You may have seen the review of the machine in RAZE a couple of months back. The hardware's all very well, but it's the software that really makes it. For that reason I've decided to dwell on the subject and devote a few paragraphs to the astonishing games currently available.

Let's start with the basics – Super Mario World. To say that it's an improvement over all the others would do it a terrible disservice. It's like saying that the Turtles are merely annoying, when everyone knows they are the biggest pain in the rectum since... well, bestiality. Mario now flies, spins and belly flops. The two player game is more versatile than previous versions and allows you to play with or against your opponent. Despite all that's good about Super Mario World, it isn't really the game to look at to prove the SFC's worth. No, it is in fact F-Zero.

I thought I'd seen fast games in my time, but I've never seen speed this speedy until F-Zero. Indeed, I am told these effects are not ordinarily experienced by mortals unless under the influence of some hallucinatory substance. The ferocity of this game is immense, especially at the magic 950 km/h. Apart from speed, rotation is F-Zero's magic. When you jump off the track and crash, the screen rotates through 360° with your burning wreck in the centre. The fluidity of this rotation hits you harder than finding out who killed Laura Palmer (it was the sheriff and her father together, incidentally). Smooth is a word to describe silk or certain parts of the anatomy; F-Zero is like mercury running over lace. If this is an indication of things to come, make sure you reserve your SFC now!

So what's there to look forward to on the SFC? A hell of a lot. Already out by the time you read this will be Super Mario, F-Zero, Populous, Pilot Wings, Gradius III, Final Fight and Jumbo Ozaki's Hole in One. What you'll be getting in March, to name but two, are Drakkhen and Sim City. Later still you'll get Darius Twin, Dungeon Master, Ghosts and Goblins III, Super R-Type and a few RPGs and baseball games.

There's also Dragon Quest V to look forward to. Those of you who know about these things will understand how fanatical the Japanese are about the Dragon Quest series. This is the very series that has people taking days off work, school, baseball, saki and strip Mah-Jongg. Now the fifth in the series is about to be unleashed. The expectation in Japan is phenomenal – even though the game will only be ready in a year's time.

HARD DRIVIN'

But we can't dwell on the SFC all day. There are other, cough, minor computers to deal with like the Mega Drive. On the Sega's beast the big news is the release of Shining and Darkness, the RPG that looks set to outdo Dungeon Master. Alternatively, if you are more a blood, alien, shoot-'em-up kinda guy, try Gynoug. This is like a Clive Barker horror film with Aliens atmosphere and R-Type action. The graphics are some of the best to appear on the Mega Drive to date. There is one boss who has the twisted pained expression of Freddy Krueger at the end of part four – no arms, a mini nuclear power plant sticking out of his head and shoulder, his muscles protruding from his blue – purple skin, blood vessels so full that they're ready to explode and the bottom of his spine emerging from his waist. I don't want to see this guy's death sequence!

A more familiar game is Midnight Resistance. Two caucasian hunks, with matching bandanas and bleached hair, run riot picking up extra weapons and destroying tanks, buzzsaws, heavy machinery and the odd person here and there. Straight forward shoot'em-up satisfaction.

Speedball meets American Football. Good unclean fun. If you want a real American Football game there's Joe Montana's Football. Named after some brazen caucasian hussey (who the girls love for his intelligence and his ability to conduct a conversation on cross-field passes and successful interceptions), this is

JAPAN

your basic, no nonsense, American football game.

For the more discerning sportsman there's Battle Golfer. It's you against the forces of evil on the golf green. Armed only with a set of golf clubs, you must defeat the enemy over a bizarre range of courses. Some are shaped like people while others resemble baseball pitches – weird! It's basically an RPG in which you beat opponents by playing golf. Daft? Yes!

More familiar games due for imminent release are Volfied and Advanced War Simulator – The Nazi Conflict. The war game includes sampled shouts of "Heil Hitler!" and a beautifully digitised picture of the main man.

Before we leave the Sega section, there's Pac Man to look forward to on the Game Gear. Moan? I did! Pac Man's fine... if this was 1981 and not 1991. This great symbol of the '80s should be left in the decade it was born.

PLATFORM PERFORMER

Onto one of my favourite machines, the PC Engine. Loads of releases imminent, but none that really leap out and grab you by the gonads.

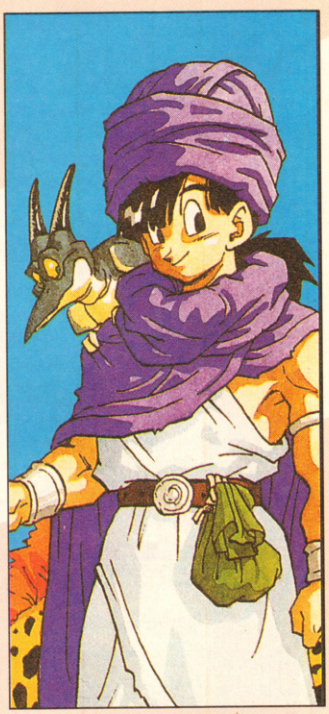
However, for starters, there's Forgotten Worlds and Strider. There's an interesting story surrounding Strider: it was supposed to be Super Grafx only. Now there's a Super Grafx and PC Engine game on the one card. To my highly warped journalistic mind this suggests that the SG hasn't sold in the vast quantities that NEC might have hoped. In fact, in the next three months, only one game will be SG specific. Also, in the list of almost 50 games to appear anytime after April, only one game will take advantage of the SG's graphics – and the (un)lucky game is 1941. It looks to be a case of SG RIP.

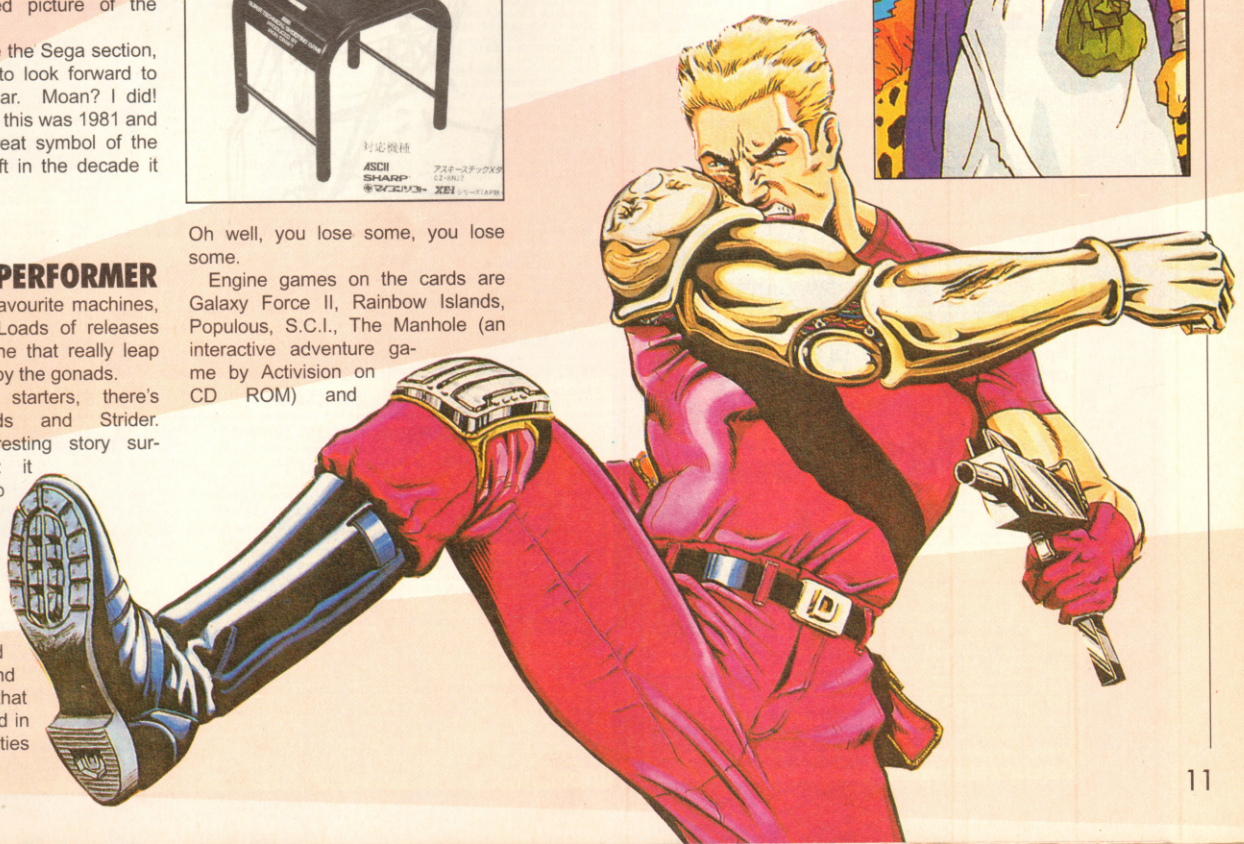
Another first in Japan is Menkuri, a seat with built in joystick holder. "For super technical shooting game", the blurb on the £30 chair reads. Of course, this idea was first pioneered by Konix (where are they now?), so this is not technically a first, but at least it is available.

Oh well, you lose some, you lose some.

Engine games on the cards are Galaxy Force II, Rainbow Islands, Populous, S.C.I., The Manhole (an interactive adventure game by Activision on CD ROM) and Marble Madness.

And finally, as I so often say to Suzy Uki as I sip the last of my saki, a little Japanese idiosyncrasy... no, it's nothing to do with my danglies! Instead, it's about a DIY Sharp X68000 free with Log In (Japan's leading computer entertainment magazine). Yes, you too could be the proud owner of a cardboard Sharp X68000 super computer. Puts a Super Famicom to shame, makes a Cray look like clay – this is the one you've all been waiting for. And next month your very own pull-out-and-stick-on-your-toilet-wall picture of John Major complete with cardboard glasses. Personality not included. So, until next month, abayo.





JOIN EUROPES BIGGEST ADVENTURE CLUB

OFFICIAL SECRETS

FOR ADVENTURES AND ROLE PLAYING AND MORE

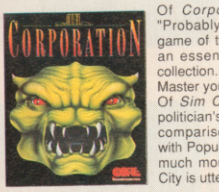
All the benefits of Special Reserve plus:

- ***Confidential.***

Our 32 page bi-monthly magazine is essential reading for those interested in adventures or role-playing games. Written by experts, *Confidential* has covered everything from How to Host a Murder to Which F16 Flight Simulator? Our agents, led by the Master Spy known as "The Boss Upstairs", seek out the secrets of RPG's, FRP's, MUG's, PBM's, Leisure Suit Larry, The Russians, Elvira..... and more.

- ***Sim City or Corporation .***

Choose one free for Atari ST, Amiga or IBM. Please phone if you have a different machine.



Of *Corporation*, ***ACE said:*** "Probably the most influential game of this genre making this an essential addition to your collection. ***Zero said:*** If you liked Dungeon Master you'll lurve this.

Of *Sim City*, ***ACE said:*** "Sim City is a politician's - or a gamesplayer's - dream... comparisons spring immediately to mind with Populous... but Sim City seems to have much more depth...." ***C&VG said:*** "Sim City is utterly fab"

- ***Help-Line - to help you solve most games.***

Manned weekdays until 8pm and on Sundays (not an 0898 number)

- ***Myth - exclusive to Official Secrets members.***

Written by Magnetic Scrolls, authors of Wonderland, *Myth* is a mini adventure set in Ancient Greece. In it you'll meet The Ferryman, cheat Death and face the nine-headed Hydra. *Myth* includes the famous Magnetic Scrolls parser and graphics and is included in the price of membership.

Amiga Format said: "An excellent adventure... witty, cunning and just plain good fun! If you liked Fish! you'll probably like this, because they're very similar in style: you may even prefer *Myth*, it's that good!" **CU 90%, Amiga Format 87%, TGM 85%, Crash 91%**

Official Secrets Annual UK Membership
With 6 issues of Confidential, Myth, Corporation or Sim City, Help-Line + membership of Special Reserve. **29.99**

UK £29.99. EEC membership £34.99. WORLD Member

Or join Special Reserve only UK £6.00. EEC £8.00. World £10.00.

SALES LINES 0279 600204

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN (£6.00)
THERE IS A SURCHARGE OF 50P PER GAME FOR TELEPHONED ORDERS
(PLEASE PRINT IN BLOCK CAPITALS)

Name & Address _____

_____

_____

Post Code _____ Tel. _____

Computer _____ *5.25"/*3.5"/ *3.0"/*TAPE

Payable to:

Special Reserve or Official Secrets
P.O. Box 847, Harlow, CM21 9PH

Existing members please enter your Membership No. _____

Special Reserve £6 UK, £8 EEC, £10 World or
Official Secrets £29.99 UK, £34.99 EEC, £39.99 World

Corporation and Myth ☐ or with Sim City and Myth ☐ RAZE 9

PLEASE ENTER MEMBERSHIP FEE £ _____

Item _____ £ _____

Item _____ £ _____

Item _____ £ _____

Item _____ £ _____

Software Prices include UK or EEC Postage.
World software orders please add £1.00 per item.
For non-software items such as joysticks or blank disks please add 10% EEC or 25% World for carriage.
Overseas orders must be paid by credit card.

Credit card issue/expiry date _____

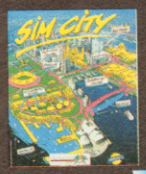
*CHEQUE/*POSTAL ORDER/*ACCESS/*VISA

Join Official Secrets or Join Special Reserve

SHOCKING

Over 2,000 products in our catalogue *Over 30,000 members*

6.99



11.99

10.99

7.99

7.99

5.99

6.

AMIGA and ATARI ST Shockware

16 BIT	AMIGA	ST
3D POOL	8.49	8.49
688 ATTACK SUB	16.99	
A10 TANK KILLER	21.99	
AD&D DUNGEON MASTER ASS. VOL1	7.99	
AD&D DUNGEON MASTER ASS. VOL2	7.99	
AMERICAN ICE HOCKEY		7.49
AMNIOS	13.99	
AMOS (GAMES CREATOR)	29.99	
AMOS SPRITES 1000	10.99	
ARCHIPELAGOS	6.49	6.49
ARMOUR-GEDDON	16.49	16.49
AWESOME	21.99	21.99
B.A.T (UBI SOFT)	19.49	
B.A.T (UBI SOFT) (WITH SOUND CARD)		22.49
BAAL	6.49	6.49
BACKGAMMON ROYALE	16.49	16.99
BAD LANDS	16.49	16.49
BALANCE OF POWER	6.99	6.99
BALLISTIX		6.49
BALLYHOO (INFOCOM)	7.99	5.99
BARDS TALE 2	8.99	
BARDS TALE 3	16.99	
BATTLE COMMAND	16.49	16.49
BATTLE OF BRITAIN	19.49	
BATTLE OF BRITAIN (D/S DRIVE)		19.49
BATTLE SQUADRON	8.49	15.99
BATTLEMASTER	7.99	15.49
BATTLESCAPES (BORODINO & ARMADA)	19.99	19.99
BATTLESTORM	16.49	16.49
BEAST 2	21.99	
BETRAYAL	19.49	19.49
BEYOND ZORK (INFOCOM)		7.49
BILLY THE KID	16.99	16.99
BLACK CAULDRON	6.99	6.99
BLACK LAMP	5.99	
BLOODWYCH	11.99	
BOMBER	18.49	
BOMBER MISSION DISK	11.49	
BRIDGE PLAYER 2150 GALACTICA	19.99	
BUCK ROGERS (SSI)	19.99	
CADAVER	16.49	16.49
CAPTIVE	15.49	15.49
CARRIER COMMAND		8.49
CARTHAGE	16.49	16.49
CHAMPION OF THE RAJ	16.49	16.49
CHAMPIONS OF KRYNN (1 MEG)	19.99	
CHAMPIONS OF KRYNN (SSI)		19.99
CHAOS STRIKES BACK		10.99
CHAOS STRIKES BACK (1 MEG)	15.99	
CHAOS STRIKES BACK EDITOR		10.99
CHASE H.Q 2 (SCI)	16.49	16.49
CHIPS CHALLENGE	16.99	16.99
CHRONOQUEST 2	8.49	8.49
CHUCK YEAGERS AFT 2.0	16.99	
CLOUD KINGDOMS	6.99	6.99
CODENAME ICEMAN (1 MEG)	24.99	24.99
COLONEL'S BEQUEST (1 MEG)	24.99	24.99
CONFLICT EUROPE	6.49	
CONQUESTS OF CAMELOT (1 MEG)	24.99	24.99
CORPORATION	14.99	14.99
CORPORATION MISSION DISK	10.49	10.49
CORRUPTION (M/SCROLLS)	6.99	6.99
CRACK DOWN	7.49	7.49
CRIMEWAVE	16.49	16.49
CRUISE FOR A CORPSE	19.49	19.49
CURSE OF THE AZURE BOND (1 MEG)	19.99	19.99
CUTTHROATS (INFOCOM)	9.99	17.49
DAMOCLES	8.49	8.49
DAMOCLES MISSION DISK 1	8.49	8.49
DAMOCLES MISSION DISK 2	8.49	8.49
DEATH TRAP	14.49	15.49
DEJA VU	6.99	3.99
DEJA VU 2	7.99	7.99
DELUXE MUSIC CONSTRUCTION SET	45.99	
DELUXE PAINT		34.99
DELUXE PAINT 3	49.99	
DELUXE VIDEO 3	62.99	
DISNEY ANIMATION STUDIO	59.99	59.99
DRAGON WARS	16.49	
DRAGON'S LAIR		28.99
DRAGON'S LAIR (1 MEG)	28.99	
DRAGON'S LAIR 2	27.99	27.99
DRAGONS BREATH	8.99	8.99
DRAKKHEN	11.99	11.99
DUNGEON MASTER		10.99
DUNGEON MASTER (1 MEG)	10.99	
DUNGEON MASTER EDITOR	8.99	8.99
DYNASTY WARS	6.99	6.99
E-MOTION	6.99	6.99
ECO PHANTOMS	15.99	15.99
ELITE	9.99	9.99
ELVIRA MISTRESS OF THE DARK		19.99
ELVIRA MISTRESS OF THE DARK (1 MEG)	19.99	
EPIC	16.99	16.99
ESCAPE FROM SINGE'S CASTLE	28.99	
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS	13.49	13.49
ESWAT	16.49	16.49
EYE OF HORUS	5.49	5.49
F16 FALCON	12.99	10.99
F16 FALCON MISSION DISK 1	13.49	12.99
F16 FALCON MISSION DISK 2	13.49	13.49
F18 INTERCEPTOR	8.99	
F19 STEALTH FIGHTER	19.99	19.99
F29 RETALIATOR	16.49	16.49
FAST BREAK (BASKETBALL)	5.99	
FERRARI FORMULA 1	8.99	8.99
FINAL BATTLE (PSS)	16.49	16.49
FINAL COMMAND	16.99	13.99
FISH! (M/SCROLLS)	6.99	6.99
FLAMES OF FREEDOM (MIDWINTER 2)	19.49	19.49
FLIGHT OF THE INTRUDER	18.99	18.99
FLIGHT SIMULATOR 2	22.99	22.99
FLOOD	16.49	16.49
FOOTBALL MANAGER 2 + EXPANSION	7.49	8.49
FUN SCHOOL 2 (2-6, 6-8 or 8+ YRS)	12.99	12.99
FUN SCHOOL 3 (2-5, 5-7 or 7+ YRS)	15.99	15.99
GAUNTLET 2	7.99	7.99
GETTYSBURG (ARC)	19.49	19.49
GETTYSBURG (SSI)	6.99	
GFA BASIC V3.0 COMPILER	22.49	22.49
GFA BASIC V3.0 INTERPRETER	36.99	36.99

16 BIT	AMIGA	ST
GO PLAYER PROFESSIONAL	19.49	19.49
GOLD RUSH! (SIERRA)		6.99
GOLDEN AXE	16.49	16.49
GRAND PRIX CIRCUIT	6.99	
GRAVITY	6.99	9.49
GREG NORMAN'S GOLF	16.99	16.99
GREMLINS 2	15.49	15.49
GUILD OF THIEVES (M/SCROLLS)	6.99	6.99
GUNBOAT	16.99	
GUNSHIP	16.99	
HARD DRIVIN' 2	15.99	15.99
HARPOON	19.49	
HITCH HIKERS GUIDE (BUDGET)	8.99	8.99
HOLLYWOOD COLLECTION	18.99	18.99
HOLLYWOOD HIJINX (INFOCOM)	17.49	7.49
HOME ACCOUNTS (DIGITA)	22.99	22.99
HOME OFFICE KIT	86.99	
HONDA RVF 750	14.99	
HORROR ZOMBIES	16.49	16.49
HOUND OF SHADOW	8.99	8.99
HUNT FOR RED OCTOBER	8.99	
HUNTER	16.99	16.99
HYBRIS	2.99	
IMMORTAL (1 MEG)	16.49	16.49
IMPERIUM	16.99	16.99
INDIANAPOLIS 500	15.99	
INFIDEL (INFOCOM)	13.99	
INTERPHASE	4.99	
ISHIDO	19.99	
IT CAME FROM THE DESERT		19.49
IT CAME FROM THE DESERT (1 MEG)	10.99	
I.C.F.T.D. DATA DISK (1 MEG)	10.99	
IVAN STEWARTS SUPER OFF-ROAD RACER	16.49	16.49
J. NICKLAUS GOLF	16.99	16.99
J. NICKLAUS VOL1 COURSES	9.99	
J. NICKLAUS VOL2 INT COURSES	9.99	
JAMES POND	16.49	16.49
JET (SUBLOGIC)	16.99	
JET + JAPAN DISK (SUBLOGIC)		8.99
JINXTER (M/SCROLLS)	6.99	6.99
JUDGE DREDD	13.99	13.99
K-SPREAD 2.0 (SPREADSHEET)	42.99	
K-SPREAD 4.0 (SPREADSHEET)		85.99
KHALAAN	15.99	15.99
KICK OFF	6.99	6.99
KICK OFF 2	12.99	12.99
KICK OFF 2 - FINAL WHISTLE	10.49	10.49
KICK OFF 2 - RETURN TO EUROPE	6.49	6.49
KICK OFF 2 - WINNING TACTICS	6.49	6.49
KILLING CLOUD	16.99	16.99
KILLING GAME SHOW	9.99	16.99
KIND WORDS 2.0 (W/PROCESSOR)	31.99	
KINGS QUEST 4 (1 MEG) (SIERRA)	24.99	
KINGS QUEST 4 (SIERRA)		24.99
KLAX	13.49	13.49
KNIGHTS OF LEGEND	18.49	18.49
KULT	6.49	5.99
LASER SQUAD	7.99	
LEATHER GODDESSES (BUDGET)		8.99
LEATHER GODDESSES (INFOCOM)	16.99	
LEGEND OF FAERGHIL	17.99	17.99
LEGEND OF THE SWORD		4.99
LEISURE SUIT LARRY 1 (SIERRA)	19.49	22.49
LEISURE SUIT LARRY 2 (SIERRA)	24.49	24.49
LEISURE SUIT LARRY 3 (SIERRA)		24.99
LEISURE SUIT LARRY 3 (1 MEG)	24.99	
LEMMINGS	15.99	15.99
LIFE AND DEATH	15.99	15.99
LINE OF FIRE	16.49	16.49
LOOM	19.49	19.49
LORDS OF CHAOS	13.49	13.49
LOTUS ESPRIT TURBO CHALLENGE	15.99	15.99
LURKING HORROR (INFOCOM)		5.99
M.U.D.S (MEAN UGLY DIRTY SPORT)	15.49	15.49
M1 TANK PLATOON	19.49	19.49
MEAN STREETS	16.49	16.49
MENACE	5.49	6.99
MIDNIGHT RESISTANCE	16.49	16.49
MIDWINTER	19.99	19.99
MIG 29 FULCRUM	21.99	21.99
MONTY PYTHONS FLYING CIRCUS	13.99	13.99
MURDER	16.49	13.99
MURDER IN SPACE	15.99	15.99
MYSTICAL	10.49	10.49
N.A.R.C	16.49	16.49
NAM	18.99	18.99
NAVY S.E.A.L.S	16.49	16.49
NEBULUS 2	16.49	16.49
NEVER MIND	6.49	6.49
NIGEL MANSELL'S GRAND PRIX	7.99	7.99
NIGHTBREED (INTER-ACTIVE MOVIE)	16.99	16.99
NIGHTSHIFT	16.99	16.99
NITRO	9.99	9.99
OBITUS	21.99	21.99
OOPS UP	15.99	
OPERATION STEALTH	16.99	16.99
OPERATION THUNDERBOLT	16.49	13.49
OVERRUN (1 MEG) (SSI)	19.49	
PACMANIA		2.99
PAINTWORKS (ART PACKAGE)		5.99
PANG	16.49	13.99
PANZA KICK BOXING	16.49	16.49
PARADROID 90	16.49	16.49
PAWN (M/SCROLLS)	6.99	6.99
PGA GOLF TOUR	16.49	
PHANTASIE 2 (SSI)		7.99
PHOTON PAINT	6.49	
PIRATES	16.99	16.99
PLANETFALL (BUDGET)	8.99	8.99
PLAYER MANAGER	12.99	12.99
POLICE QUEST 1 (SIERRA)	22.49	22.49
POLICE QUEST 2 (1 MEG) (SIERRA)	24.99	
POLICE QUEST 2 (SIERRA)		24.99
POOL OF RADIANCE (1 MEG) (SSI)	19.49	19.49
POPULOUS	16.49	16.49
POPULOUS PROMISED LANDS	8.99	8.99
POWERDRIFT	5.99	5.99
POWERDROME	8.99	8.99
POWERMONGER	18.99	18.99
POWERMONGER DATA DISK	10.99	10.99
PRESIDENT ELECT (SSI)		6.49

16 BIT	AMIGA	ST
PRINCE OF PERSIA	16.99	16.99
PROTEXT WORD PROCESSOR	64.99	47.99
PUBLISHERS CHOICE DTP (1 MEG)	59.99	
PURPLE SATURN DAY	5.99	
PUZZNIC	16.99	13.99
QUEST FOR GLORY (1 MEG)	24.99	24.99
QUEST FOR GLORY 2 (1 MEG)	24.99	24.99
QUESTRON 2 (SSI)	6.99	7.99
R-TYPE		4.99
RAINBOW ISLAND	16.49	13.49
REACH FOR THE SKIES (PSS)	19.49	19.49
REBEL CHARGE AT CHICKAMAUGA	7.99	
RED STORM RISING	16.99	16.99
RICK DANGEROUS 2	16.49	16.49
RIDERS OF ROHAN	19.49	16.49
RINGS OF ZILFIN (SSI)		9.49
ROADWAR EUROPA (SSI)		7.49
ROBOCOP	15.99	
ROBOCOP 2	15.99	15.99
ROCKET RANGER	9.99	5.99
ROGUE TROOPER	16.99	16.99
S.T.U.N RUNNER	16.49	16.49
SEASTALKER (INFOCOM)	10.99	5.99
SECRET OF MONKEY ISLAND	16.99	16.99
SHADOW OF THE BEAST	7.99	9.99
SHADOW WARRIORS	16.49	13.49
SHADOWGATE		3.99
SHERMAN M4	15.99	
SHOOT 'EM-UP CONSTR' KIT	7.99	8.49
SILENT SERVICE (SUB SIM)	8.99	8.99
SIM CITY	11.99	11.99
SIM CITY TERRAIN EDITOR	10.49	
SIMULCRA	16.49	16.49
SKYFOX	4.99	
SORCERER (INFOCOM)		9.99
SPACE ACE	27.99	27.99
SPACE HARRIER 2	6.99	
SPACE QUEST 1 (SIERRA)	22.49	22.49
SPACE QUEST 2 (SIERRA)	22.49	22.49
SPACE QUEST 3 (SIERRA)	24.99	19.99
SPEEDBALL		8.99
SPEEDBALL 2	15.99	15.99
SPELLBOUND	8.49	8.49
SPELLBREAKER (INFOCOM)		5.99
SPINDIZZY	16.99	16.99
SPY WHO LOVED ME	16.49	16.49
ST ADVENTURE CREATOR	13.99	13.99
STARCROSS (INFOCOM)	16.99	16.99
STARFLIGHT		5.99
STARGLIDER 2		5.99
STATIONFALL (INFOCOM)		19.49
STORM ACROSS EUROPE (SSI)	19.49	15.99
STOS (GAMES CREATOR)		12.99
STOS COMPILER		16.49
STUNT CAR RACER	7.99	6.99
SUPER GRIDRUNNER	69.99	69.99
SUPERBASE PERSONAL 2 (DATABASE)		
SUPERPLAN (1 MEG) (POWERFUL SPREADSHEET)	69.99	
SUPREMACY	19.49	19.49
SWIV	16.49	16.49
SWORD OF SODAN	9.99	
T.N.T	19.49	19.49
TEAM SUZUKI	16.99	16.99
TEAM YANKEE	19.49	19.49
TEENAGE MUTANT HERO TURTLES	15.99	15.99
TEENAGE QUEEN (STRIP POKER)		8.99
THEME PARK MYSTERY	5.49	5.49
THREE STOOGES (CINEMAWARE)	6.99	
THUNDERBIRDS	4.99	
THUNDERSTRIKE		16.99
TIMES OF LORE	6.99	
TOKI	16.49	16.49
TORVAK THE WARRIOR	16.49	16.49
TOTAL RECALL	15.99	15.99
TOURNAMENT GOLF	15.49	12.99
TOWER OF BABEL	16.99	11.49
TOYOTA CELICA GT RALLY	16.49	16.49
TRACKER		5.49
TRIAD VOL2 (MENACE, BAAL, TETRIS)	7.99	
TRIAD VOL 3)	8.99	
TRINITY (INFOCOM)		9.99
TRIVIAL PURSUIT	13.99	13.99
TURBO CUP	4.99	
TURBO CUP (WITH CAR)		5.49
TURBO SILVER (GRAPHICS + ANIMATION)	106.49	
TURRICAN	12.99	12.99
TURRICAN 2	15.49	
TV SPORTS (U.S) FOOTBALL	11.99	9.99
TV SPORTS BASKETBALL	11.99	16.49
ULTIMA 5	18.49	18.49
ULTIMATE RIDE	15.99	15.99
UMS 2 - UNIVERSAL MIL SIM. 2	19.99	19.99
UMS CIVIL WAR DISK	9.99	6.99
UMS VIETNAM DISK	9.99	6.99
UN SQUADRON	16.49	16.49
UNINVITED		3.99
UNTOUCHABLES		13.49
VAXINE	16.49	16.49
VIRUS	4.99	
VOODOO NIGHTMARE	16.49	16.49
VOYAGER	6.99	5.49
WELLTRIS	15.99	15.99
WHEELS OF FIRE	19.99	19.99
WINGS (1 MEG) (CINEMAWARE)	18.99	
WIPE OUT	5.99	5.99
WISHBRINGER (BUDGET)	8.99	
WITNESS (INFOCOM)	9.99	9.99
WOLFPACK		19.49
WOLFPACK (1 MEG)	19.49	
WONDERLAND (1 MEG) (M/SCROLLS)	19.99	19.99
WORKBENCH 1.3	13.99	
WORLD CHAMPIONSHIP SOCCER	15.49	12.99
WORLD CUP SOCCER: ITALIA 90 (1 MEG)	13.49	
WRATH OF THE DEMON	18.99	18.99
XENOMORPH	8.49	8.49
XENON 2, MEGABLAST	7.99	7.99
XIPHOS	15.99	15.99
Z-OUT	12.99	12.99
ZORK 1 (INFOCOM)	9.99	9.99
ZORK 2 (INFOCOM)		5.99

G PRICES

Join Special Reserve or Join Official Secrets

...nbers in our clubs

Over 40,000 games in our warehouse

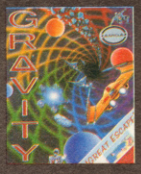
6.99

8.49

8.49

9.99

9.99



6.99

Nintendo Gameboy

Official UK Version. Free Shockware holsters & membership.

Gameboy + Tetris, two player lead, stereo headphones and batteries + FREE Special Reserve membership + FREE Shockware Gameboy holsters **69.99**

Gameboy Software etc. (MORE SOON)

ALLEYWAY	15.99	SOLAR STRIKER	15.99
BALLOON KID	15.99	SPIDERMAN	15.99
DOUBLE DRAGON	15.99	SUPER MARIO LAND	15.99
GARGOYLES QUEST	15.99	TENNIS	15.99
GOLF	15.99	WIZARDS AND	
KING OF THE ZOO	15.99	WARRIORS	15.99
KWIRK	15.99	SHOCKWARE GAMEBOY	
QIX	15.99	HOLSTERS + BELT	7.99
REVENGE OF GATOR	15.99		

Atari Lynx

Official UK Version. Free Special Reserve membership.

Lynx colour handheld system + mains powerpack & California Games + FREE Special Reserve membership **119.99**

Lynx Software

3D BARRAGE	27.49	PINBALL SHUFFLE	27.49
720 DEGREES	27.49	RAMPAGE	27.49
APB	27.49	ROAD BLASTERS	27.49
BASKETBRAWL	27.49	ROBO SQUASH	27.49
BLOCK OUT	27.49	RYGAR	27.49
BLUE LIGHTNING	21.99	S.T.U.N RUNNER	27.49
CHEQUERED FLAG	27.49	SCRAPYARD DOG	27.49
CHIPS CHALLENGE	21.99	SHANGHAI	27.49
ELECTRO COP	21.99	SLIMEWORLD	23.49
GATES OF ZENDECON	21.99	TOURNAMENT	
GAUNTLET 3	27.49	CYBERBALL	27.49
GRID RUNNER	27.49	TURBO SUB	27.49
KLAX	27.49	VINDICATORS	27.49
LYNX CASINO	27.49	WARBIRDS	27.49
MS PACMAN	27.49	WORLD CUP SOCCER	27.49
NFL SUPER-BOWL	27.49	XENEPHOBE	27.49
PACLAND	27.49	XYBOTS	27.49
PAPERBOY	27.49	ZALOR MERCENARY	27.49

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.
Inter-Mediates Ltd. Reg. Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. VAT reg. no. 424 8532 51

Special Reserve NRG CYBERZINE

SPECIAL RESERVE CLUB BENEFITS INCLUDE:

- ***NRG*** (Energy magazine) **N**ews, **R**eviews and **G**raphics. Screen shots, pack shots, charts, latest Giga-Savers. Game reviews in every issue. Night City Cybertoon and the kill-or-die adventures of the Cyberpunk ***NRG*** street gang - It's Cyber-fantastic! ***NRG*** - bi-monthly to all Special Reserve members.
- ***Release Schedules,*** sent bi-monthly with updated catalogue information.
- ***Sales hotline***, to 8pm weekdays, 5-30pm Saturdays and 5pm Sundays. 0279 600204
- ***Fast despatch*** of stock items ***individually wrapped*** by ***first class post.***
- ***Written confirmations*** (receipts) sent when we receive each order.
- ***Catalogue, Membership Card & Folder*** for ***NRG.***
- ***Refunds*** or change of order on request if delayed.
- ***No Obligation*** to buy. We do not require a signed contract, nor is there any age requirement. With Special Reserve there are no hidden costs.

ANNUAL UK MEMBERSHIP UK £6.00 EEC £8.00 WORLD £10.00 **£6.00**

Commodore Amiga

In stock at time of publication.

Amiga 500 Screen Gems Pack COMPUTER WITH MOUSE, TV MODULATOR, BACK TO THE FUTURE 2, DAYS OF THUNDER, BEAST 2, DELUXE PAINT 2 & NIGHTBREED. **359.99**

Amiga Peripherals

PHILIPS 8833 ARTIST COLOUR STEREO MONITOR	249.99
AMIGA A590 20 MEG HARD DRIVE (AUTOBOOT WITH KICKSTART, SOCKETS FOR 2 MEG OF RAM, SCSI INTERFACE FOR PERIPHERALS CONNECTION)	269.99
CUMANA EXTERNAL 3.5" 880K DISK DRIVE	79.99
AMIGA A501 512K RAM UPGRADE TO 1 MEG (GENUINE COMMODORE ITEM WITH CLOCK)	74.99
ZYDEC 512K RAM UPGRADE TO 1 MEG WITH CLOCK	44.99
ZYDEC 512K RAM UPGRADE TO 1 MEG	39.99
NAKSHA MOUSE, BRACKET AND MAT (AMIGA OR ST)	32.99
COVER FOR AMIGA	5.49
COVER FOR MONITOR	5.99
KIND WORDS 2 (WORD PROCESSOR)	31.99

Sega Megadrive

Official UK Version. Free extra Joypad and membership.

Megadrive + Altered Beast + Joypad + FREE extra TURBO Joypad + FREE Special Reserve membership **189.99**

Megadrive Software

ALEX KIDD IN THE ENCHANTED CASTLE	23.99	MYSTIC DEFENDER	27.49
ARNOLD PALMER TOURNAMENT GOLF	27.49	PHANTASY STAR 2	46.49
BATTLE SQUADRON	30.99	POPULOUS	30.99
BUDOKAN	30.99	RAMBO 3	23.99
COLUMNS	23.99	REVENGE OF SHINOBI	27.49
CYBERBALL	27.49	SPACE HARRIER 2	27.49
ESWAT	27.49	STRIDER	34.49
FOOTBALL	30.99	SUPER HANG ON	27.49
FORGOTTEN WORLDS	27.49	SUPER LEAGUE BASEBALL	27.49
GAIN GROUND	27.49	SUPER MONACO GRAND PRIX	27.49
GHOSTBUSTERS	27.49	SUPER REAL BASKETBALL	27.49
GHOULS N GHOSTS	34.49	SUPER THUNDERBLADE	27.49
GOLDEN AXE	27.49	SWORD OF SODAN	30.99
HARD DRIVIN'	27.49	SWORD OF VERMILLION	38.99
JOHN MADDENS (U.S) FOOTBALL	30.99	THUNDERFORCE 2	27.49
LAST BATTLE	27.49	TRUXTON	27.49
MOONWALKER	27.49	TWIN HAWK	27.49
		WORLD CUP ITALIA 90	23.99
		ZANY GOLF	30.99
		ZOOM	23.99

POWER BASE CONVERTER (Runs Master System Games)	28.49
TURBO (FAST FIRE) JOYPAD	14.99
SEGA MEGADRIVE ARCADE POWER STICK	34.99

Disks 'n bits

50 SONY 3.5" DS/DD DISKS + LABEL £19.99

PLASIC STORAGE BOX, HOLDS TEN 3.5" DISKS	1.30
3.5" SONY HIGH DENSITY DISK (1.4 MB)	1.39
10 PACK TDK 48 TPI 5.25" DS/DD DISKS (360K)	6.49
10 PACK TDK HD 5.25" DISKS (1.4 MB)	9.99
10 PACK TDK 96 TPI 5.25" DS/DD DISKS (720K)	8.99
3" MAXELL CF2 DISK + LABEL FOR PCW	1.99
3.5" DISK HEAD CLEANER	2.99
DISK BOX 3.5" (100 CAP) DIVIDERS, LOCKABLE	10.99
DISK BOX 3.5" (80 CAP) DIVIDERS, LOCKABLE	8.49
DISK BOX 3.5" (40 CAP) DIVIDERS, LOCKABLE	7.49
DISK BOX, STACKABLE, 3.5" (90 CAP) DRAWER	13.99

Joysticks, Mice etc.

UK Postage included, EEC add 10%, World add 25%.

Back Row (left to right)

Quickjoy Supercharger (ST, AMIGA ETC)	*9.95*
Quickjoy Jet Fighter (ST, AMIGA ETC)	*12.95*
Quickjoy Superboard (ST, AMIGA ETC)	*16.95*
Quickjoy M5 15 Pin Joystick for IBM PC	*16.95*
Quickshot Warrior 15 Pin Analogue for IBM PC	*12.99*

Front Row

Competition Pro 5000 Mean Green	*10.99*
Competition Pro Extra Glo Red	*12.99*
Naksha Mouse and Mat For Amiga or ST	*32.99*
Competition Pro Extra Glo Green	*12.99*
Competition Pro Extra Clear Autofire	*12.49*

Amiga/ST Joysticks etc. not shown.

COMPETITION PRO 5000 BLACK	10.99
COMPETITION PRO 5000 RED/WHITE	9.99
COMPETITION PRO 5000 WHITE	10.99
COMPETITION PRO EXTRA COMBAT	12.99
CONTRIVER C820A ATARI ST MOUSE	27.99
EUROMAX COBRA JOYSTICK	11.99
QUICKJOY INFRA-RED JOYSTICK	33.99
MOUSE MAT (QUALITY SOFT MAT)	4.99
POPULOUS/FALCON LEAD (NULL MODEM CABLE)	8.99
FOUR PLAYER AMIGA/ATARI ST JOYSTICK ADAPTOR (FOR KICK OFF 2, LEATHERNECKS, GAUNTLET 2 AND TV SPORTS BASKETBALL FITS PRINTER PORT)	7.99

IBM PC Joysticks etc. not shown.

COMPETITION PRO PC STYLE (IBM)	12.99
DYNAMICS IBM GAMES CARD WITH TWIN JOYSTICK PORT INTERFACE (9 PIN)	19.99
DYNAMICS PC STARTER PACK (GAMES CARD, COMPETITION PRO JOYSTICK, ROBOCOP, BASEBALL, VICTORY ROAD, WIZBALL)	39.99
EUROMAX IBM ANALOGUE 3001 JOYSTICK	12.99
KONIX AMSTRAD/IBM PC GAMES CARD WITH TWIN PORT INTERFACE	7.99
QUICKSHOT QS-120 DELUXE IBM GAMES CARD	15.99
WITTY C400A1 IBM SERIAL MOUSE WITH SOFTWARE	32.99
SOUND BLASTER IBM STEREO/MUSIC/VOICE/SOUND BOARD	139.99

entertainment USA

Hank Weinsnotter is a busy man. When he's not playing with himself (on his NES), he's playing with other people (on their NESes). Just imagine the look on his face when we sent him to the Las Vegas CES gathering – pure ecstasy

January (as it is at the time of writing) is a busy time for us American hacks. The Consumer Entertainment Show is raring to go and innumerable magazines are knocking at my door, all wanting the latest news from the Las Vegas venue. Well, the big news is that Atari stole the show (so to speak) with the announcement of their new Lynx for $99 and a behind-closed-doors unveiling of their new games console. The Atari news is covered in full in Atari Attack (pages 22-23), so I'll concentrate on the smaller (but still as juicy) bits of information I obtained on my rounds.

Remember the Mattel **Powerglove** for the Nintendo? It uses ultrasonics to allow players to control images on the television screen. Well, the first product to *successfully* use the thing is a game called *Super Glove Ball*. Incidentally, Mattel have released an electronic toy that makes sound effects when you move it. Mattel call it the first "virtual sound product".

The developers of the Powerglove, AGE, have made an agreement with PC mouse producer, Logitech, to create a sub-$200 ultrasonic dataglove for ANY computer. Logitech are also working on a 3-D "flying mouse". You can be in no doubt that I'll be following up this story!

AGE, in conjunction with TVR research, are expected to develop attractions using virtual reality for two major theme parks. One park is expected to be built in Osaka, Japan (costing around $680 million – and that doesn't even include the cost of the land!) and the other may be on the east coast of the States. Virtual reality would let amusement park operators pack more attractions into a smaller area. For example, one attraction is a race with 20 radio-controlled cars. Drivers wear head-mounted displays (HMDs) and get the 3-D views from cameras placed inside the remote models. People watching the race will see cars in line as if they were watching from the stands, but of course they'll be no-one in them.

Also using HMDs and 3-D camera techniques, amusement park operators would be able to let people ride on miniature roller coasters, but experience the ride as though they were on the largest roller coaster ever.

■ Two replacement control pads for the Nintendo have fallen my way and should be of interest to anyone who's fed up with the Nintendo excuse. The first example, from Hudson Soft, is called the **Joycard Sansui SSS**. This controller features a directional pad and rapid fire of up to 15 shots per second. But what really sets the Joycard apart is its stereo simulator system. Just plug a pair of headphones in the Joycard and you've got stereo game sound!

■ Next comes Happ Control's Competition Pro pad. Called the **Professional Control Pad**, this sleek little pad features options that will make your NES gameplay better than ever. Blast enemies with the multi-functional turbo, and up to 18 shots per second rapid fire. Use the eight-direction precision control to work your way out of tricky spots. If you're still stuck, switch into slo-mo to practise until you're a pro. When I find a UK distributor, I'll be sure to let you folks know all about it.

■ In California Dreams' *Tunnels of Armageddon* you'll be busy swerving past moving 3-D barriers, blasting 3-D robot guardians and keeping the (3-D) walls from caving in on you. Some say you're the best rocket jockey in the galaxy – but then mom is the loyal sort. There are 20 stages seen in the first-person viewpoint. Out soon on Amiga and IBM PC.

■ *Street Rod* is California Dreams' answer to Spectrum Holobyte's *Vette*. Driving one of 25 classic cars ('32 Ford Coupe, '63 Vette or a souped up Street Rod perhaps?) and choosing any of the 35 custom parts, you can nip over to Bob's Drive-In and do a bit of draggin'. Out soon on Amiga and PC.

Q: What do you call a man with bacon on his head?

FREAKIN' FUNKY FUZZBALLS

SIR-TECH ● £TBA

To paraphrase the box blurb: they're cute, they're fuzzy and they're ticked off. Why? Because you've been hounded and kicked around for no apparent reason for too long! So it is a case of the funky fuzzballs striking back!

This new arcade puzzle game comes with 15 levels displayed in glorious VGA (it even supports all the soundboards AND extended memory, if you have any). Each level begins with the opening of a creaky, wooden door and an animated fuzzball walking through it. The screen then switches to the first level. Here, via a lookdown viewpoint, you'll see your fuzzball standing on a tiled floor with the enemy in attendance.

The object of each level is to collect the required keys to be able to head for the door icon and zoom to the next level. As you move about, various tiles will change into different helpful icons – that is, unless the enemy get them first! Some of the icons include rings (to increase your vitality), food (increases strength and points), shields, armour, potions, dynamite and so on. Collecting items can result in different actions. For example, use the match then use the dynamite and blow up your enemy!

Some worlds allow you to move in straight lines, others allow you to move in diagonals, other worlds have disappearing floors! The object of the game is to get to level 15, set off the bomb and finish off the enemy.

Freakin' Funky Fuzzballs is an excellent, if infuriating, arcade puzzle. My only worry is that it may be completed too quickly. I reached level six in no time – and there are only 15 levels.

IBM PC **80%**
AMIGA **OUT SOON**

■ **The Thrustmaster** is an interesting flight simulation add-on from Thrustmaster Inc. Looking like a joystick with a sturdy base and a vertical handle that can be pushed forwards/backwards, you plug in the keyboard and assign a variety of buttons on the Thrustmaster handle to different aircraft operations (launch sidewinder, flare, radar mode). Basically, this gadget gives you realistic HOTAS (Hands On Throttle And Stick) control. In which case your hands would hardly ever need to leave the Thrustmaster and its joystick. More news when the hardware arrives in my lobby.

■ New World Computing are planning to do a Mega Drive conversion of Microillusions' **Faery Tale**.

■ Lucasfilm have decided to issue "samplers" of their recent and forthcoming games to give people the experience of the game before they shell out the bucks. Two are on the agenda so far, for $3.99 each. The first will have portions of *Secret Weapons of the Luftwaffe* and *Their Finest Hour* and the other will hold portions of *Loom, Indiana Jones and the Last Crusade* (adventure) and *The Secret of Monkey Island*. Sounds like a good idea to me.

■ Cinemaware are to release computer versions of *TV Sports: Boxing* in the latter half of this year, a PC Engine CD-ROM version is also rumoured. The game is reported to have a 3-D perspective of the ring, whilst containing the arcade sequences we're familiar with in Cinemaware games.

■ MicroProse are updating their *F-19 Stealth Fighter* program with more missions and improved graphics. They will call it *F-117A Nighthawk Stealth Fighter 2.0*. MicroProse are also working on a fully-fledged RPG. Called *Darklands*, it is set in medieval Germany and involves the search for a hero to deliver the area from all kinds of nasty things (unholy religions, alchemists, etc).

BANE OF THE COSMIC FORGE

SIR-TECH ● £TBA

Bane of the Cosmic Forge is played from a first-person perspective. The 16-colour EGA graphics are 3-D bitmapped in the style of *Dungeon Master*.

Before you roam and explore, however, you will need to generate up to six characters, all with their own skill. The skill types cover attributes like weaponry, physical, academia, etc.

The combat sequences heighten the graphic enjoyment with some dynamic and exciting animation. The monsters practically leap out at you through the screen and each monster shown is readily accounted for. As you kill a monster you will see it explode and slip from the screen. Fire bolts, arrows and so on will be viewed flying through the air towards the enemy.

Interaction is also included, although it is not too plentiful. Simple sentences can be constructed when attempting to trade or sell items, seek news and so on.

Bane of the Cosmic Forge is, for the most part, a well designed and enjoyable RPG – though not quite as slick as *Dungeon Master*, for example. However, *Bane* has a hell of a lot more gameplay and features than *Dungeon Master* while being more atmospheric than *Might & Magic II*. This creditable effort takes Sir-Tech back up with the front-runners again. If you're into RPGs, stick this one on your shopping list.

IBM PC **84%**
AMIGA **OUT SOON**

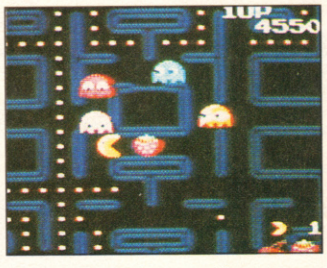
SEGA CITY

by Julian Boardman

A war rages on in Japan as the Mega Drive and Super Famicom battle it out for supremacy; the Mega Drive gets another joystick; and the Master System attracts some interesting computer conversions

The battle between the Super Famicom and the Mega Drive would seem to be levelling out after some early successes for the Nintendo machine. Sales of the Mega Drive virtually ground to a halt during the first few weeks of the Super Famicom's release in Japan, but the huge software base of the Mega Drive, and the promise of more to come from third party publishers in the States and Europe, has led to something of a New Year resurgence in sales.

Nobody is sure if the average consumer is buying both machines or if newcomers to the marketplace

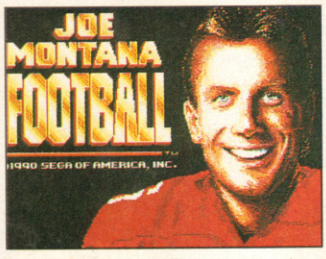


Mad, manic, munching action from Namco when they get the illustrious Pac-Man on the Game Gear soon. The hand-held will be officially released in the UK around Easter.

are being persuaded to go to Sega by the minimalist software libraries of their Famicom-buying friends. Either way, there is still a long way to go for both machines and next Christmas should really reveal which one will emerge as the leader, or, indeed, if they can quite happily co-exist in the same marketplace. As ever, my money's on the Mega Drive.

One of those Mega Drive third party publishers is Electronic Arts, who are receiving many accolades and a lot of magazine coverage in the land of the rising hot springs. *Populous*, in particular, is creating quite a stir over there, with the chief Japanese Mega Drive magazine giving it major coverage in every issue for the last four months! Mind you, there is also a version available for the Super Famicom, so EA are playing it safe somewhat.

The third party publishers from the States and Europe look set to corner the market as far as strategy is



Could this young whippersnapper give ol' John Madden a run for his money when Joe Montana gets his own American football game on the Mega Drive?

concerned. We all know there is a painful lack of anything but shoot-'em-ups on the Mega Drive, but the Japanese seem to be lapping up the incoming war games and the like from the Western world.

MASTER MADNESS

As well as *Moonwalker* and *Mickey Mouse* mentioned last month, *Dick Tracy, E-SWAT* and *Cyber Shinobi* will all be making an official UK appearance on the Master System soon.

Meanwhile, on the Mega Drive we can look forward to *Shadow Dancer, Strider, Dynamite Duke, Arrow Flash* and *Wonderboy In Monster Lair* from Sega's UK arm, Virgin.

Sega in America have produced a response to Electronic Arts' *John Madden Football* in the shape of *Joe Montana Football*, he being the off-form San Francisco quarterback. The only thing is that the game looks disturbingly like John Madden's version. We shall have to wait and see.

In Japan, the next big game promises to be *Gynoug* on the Mega Drive, a shoot-'em-up of mythical proportions, featuring a winged hero like the angel in Barbarella and Eddie from Iron Maiden, honest.

Things are a bit quiet on the Game Gear front at the moment but we are promised *Axis*, reviewed on the Mega Drive in this column in issue three. Also, we can look forward to *Pac-Man* and *Space Invaders '90* (well, it was called *'90* at time of writing!).

SEGA GET IMAGE

Imageworks have a trio of releases lined up for the Master System. First off is *Speedball*, a conversion of the Bitmap Brothers' tough, futuristic sports game. The transfer from computer to console has lost none of the original playability, yet has kept all the elements that made it so successful on the Amiga and Atari ST. Certainly worth checking out.

To tie in with the video release of *Back to the Future III*, Imageworks have announced details of a Master System version of *Back to the Future II*. The conversion will contain plenty of graphic scenes of the film and combine them with a diagonally

After travelling forward to the 21st century, back to the 1950s and forward to the 1980s, Marty McFly finally arrives in 1991 and lands safely on the Master System.

scrolling play area and lots of arcade action. There are five levels to conquer as you guide Marty McFly through time. Due out sometime in spring at £29.99.

Lastly in this spectacular Imageworks threesome is *Xenon II*. More mindless violence from the Bitmap Bros in this super shoot-'em-up that picked up innumerable awards (including Best Shoot-'Em-Up of the Year) when it was released in 1989. Sega have proved that you can never have enough shoot-'em-ups on a console, but *Xenon II* could be the definitive game of the genre on the Master System. *Xenon II* is released in April priced £29.99.

CALLING SEGA PUDDINGS

Having completely stuffed yourself with Christmas pud, isn't it about time you got down to some work before Easter egg eating time starts? There's a super Sega cart to be won for the sender of the best tip each month, so get down cracking. Send those cheeky cheats to *Sega City, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH*. Please specify your machine so we can pick out the best cartridge available.

Q: What do you call a man with lots of bacon on his head?

SEGA GETS STICK

There are a couple of things wrong with the Sega joypad. Firstly, you only get *one* with the Mega Drive, and secondly the joypad isn't always the most suitable controller for Sega games. Both these problems can be solved with the addition of a joystick to your console.

The official Sega stick is a bit pricey at £34.99, and after all is nothing more than a joypad with a shaft. So as the Mega Drive starts to dominate the British console scene, joystick manufacturers are starting to do special Mega Drive versions of their most popular joysticks.

The first on the market is Quickjoy's SG Fighter, based on their recently-released Jetfighter stick. The joystick itself has no buttons on the base, only a rapid fire switch. On the shaft there is a front trigger which corresponds with button A, a thumb trigger which corresponds with button B, and two smaller buttons to the left of the thumb trigger which correspond to buttons C and Start. To the right of the thumb trigger is a slow motion switch – unfortunately, it wasn't compatible with any of the four games tested.

GAMES TEST

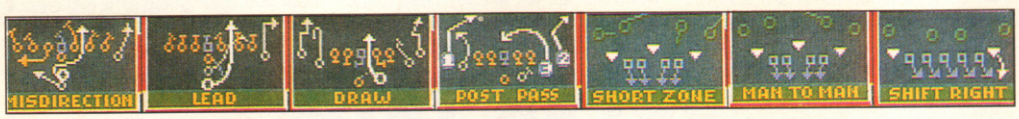
Shoot-'em-up (*Truxton*) – Rapid fire feature is very useful, making this shoot-'em-up much easier. The joystick is quicker to respond than the control pad which means that you will initially find yourself unexpectedly flying across the screen. *Conclusion*: Rapid fire helps but the change from four-way pad to joystick is a little disorientating.

Simulation (*Hard Drivin'*) – the ability to use just one hand to control the car makes this version a lot easier to play than the 16-bit versions. It is far easier to judge the response to a corner and there is no problem with accidentally braking or accelerating as you might get with a four-way controller. *Conclusion*: A definite plus.

Sports (*Super League*) – In this case, the normal controller wins hands down, its design being far more suited to the multi-button useage a game like this requires. *Conclusion*: Use of buttons is confusing.

Puzzle (*Zoom*) – A painter game like this benefits very little from the addition of the joystick. Only one fire button is needed with the rapid fire option redundant. *Conclusion*: No advantage.

The price of the SG Fighter is just £14.95. For more information contact Spectravideo on (081) 900 0024.

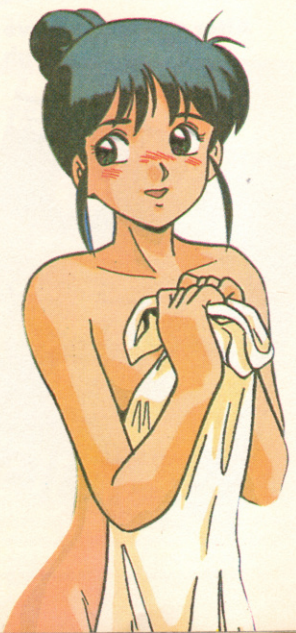


MASTER SYSTEM TOP TEN (UK)

1. Golden Axe
2. Wonderboy III
3. Ninja
4. Chase HQ
5. Operation Wolf
6. World Cup Italia '90
7. Super Monaco GP
8. Columns
9. Golfamania
10. Worldsoccer

MEGA DRIVE TOP TEN (UK)

1. Golden Axe
2. Revenge of Shinobi
3. Populous
4. John Madden Football
5. Forgotten Worlds
6. World Cup Italia '90
7. Budokan
8. Ghouls 'n' Ghosts
9. Super Monaco GP
10. Arnold Palmer Golf



ROCKY
Master System

On all training use autofire, if you have it, to enable you to beat Apollo and Lang. When you get to Drago you should be able to hit him as hard as a double decker bus. This should allow you to win the game, says Andrew Knight of Notts.

AFTERBURNER
Master System

When in demo mode, press the pause button 100 times and then immediately start the game. This gives you infinite lives and continues up to level 18. To continue press both buttons and up together.

Press both buttons down and rotate the pad when the game over sign appears. You'll then get two continues.

SHADOW DANCER
Mega Drive

On the bonus stages, go to one side (just off the sidewall) and shoot quickly, use autofire if you've got it. You should be able to shoot 49 or 50 of them gaining two or three extra lives.

LAKERS vs CELTICS
Mega Drive

If the numbers on the digital displays on the backboards count down to zero then a foul has been committed – keep an eye on it. Thanks to Gavin "Spamhead" Hamer of Surrey for that.

JOHN MADDEN FOOTBALL
Mega Drive

The lazy bugger who is Warren Brazier of NW10 has sent in a *photocopy* of his own letter with a code for *John Madden Football*. Still, he was the first to send it in, so he gets all the credit (and the letters of complaint if it's wrong!). Enter this and you will be in the Superbowl in a position to choose from either Minnesota or Buffalo: 0475352.

A: Mohammed.

NARLY NINTENDO

Nintendo hit big this Christmas. Sales rocketed as the massive console company found favour with the British public. What does 1991 hold for the new Nintendo?

Nintendo are happy and Nintendo are smiling. Last Christmas, Nintendo finally infiltrated the resistant UK market. Everyone knows of their efforts overseas, but it has taken around four years for Nintendo to stand in the UK on their own two feet. In 1990, after finally ditching distributors Mattel, the company employed Bandai to handle the sales of goods in the UK. This, and their long use of the Deighton Jacobs public relations agency, finally put Nintendo on the map.

With placement of Nintendo machines in all the high street chains and blanket coverage in the top national newspapers, the console consumer war on Britain had finally taken off. By the end of 1990, Nintendo had achieved all they could ever have hoped for – and more. They had released the Game Boy, the first multi-cartridge hand-held games machine; NES games had finally started to enter the computer games charts, even Game Boy titles were making an appearance; and most important to the company, the name of Nintendo was now known among the populace. In 1991, the Japanese giant is finally jolly.

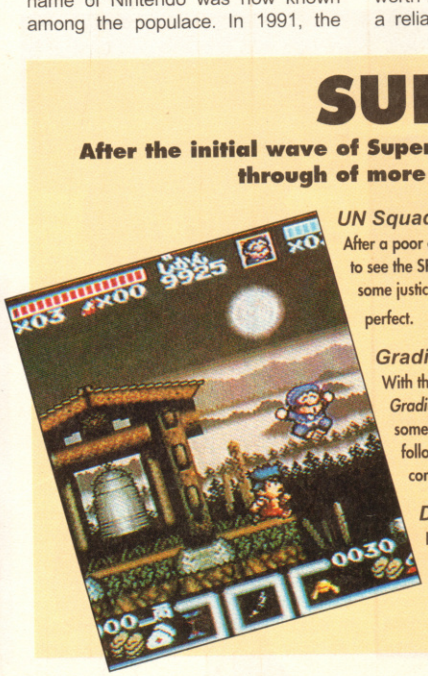
The Game Boy is undoubtedly Nintendo's most impressive UK product so far. But why? Anyone with an ounce of intelligence will tell you that out of the top hand-helds, the Game Boy is technically the worst. The answer to the Boy's success lies in its marketing, and in the immortal words of Leslie Crowther, "The price is right!". Software is also proliferating at a frightening rate. Unlike Atari, Nintendo got it right from the start.

Even though the "official" games in the UK aren't exactly snowballing onto the shelves, any GB owner worth his salt will already have found a reliable grey importer from whom they can source Japanese and American games. It is interesting to note that unlike the UK NES and Mega Drive, the Game Boy will accept titles developed for it anywhere in the world. Nintendo now realise that they must balance what they want to give the punter with what the punter really wants.

With tens of thousands of new owners this Christmas, the Game Boy has attracted quite a following. Unlike the Lynx, it has shaken its cult status and is now to be seen everywhere; trains, planes and automobiles. Here's a rundown of what's officially out on the Game Boy in the next few months, and (much more exciting) what's being released in Japan and arriving at a grey importer near you soon (unless it's "delayed in customs...").

SUPER TRIO

After the initial wave of Super Famicom releases, information is now filtering through of more games in development for the SF.



UN Squadron

After a poor conversion to computer, it's great to see the SF doing the Capcom coin-op some justice. Needless to say, it's arcade perfect.

Gradius 3

With the announcement of *Super R-Type*, *Gradius 3* was pushed out of the limelight somewhat. Still, there's a big *Gradius* following out there (me included) and this continues the series in superb form..

Dragon Quest V

Here's another Super Famicom game in the second wave of releases. If you're bored with all the action games on the SF, then this could provide respite. Arcade adventure elements with strong RPG overtones.

by Cole Trickle

Q: What do you call a man with bacon on his head between two houses? A: Mohammed Ali!

THE YEAR OF THE GAME BOY

OFFICIAL

Revenge of the Gator
Strange title, familiar game. Pinball is one of those games that should fit perfectly on the Game Boy, and *Revenge of the Gator* proves it.

Kwirk
Imagine a game like *Solomon's Key* and then mix in the traditional and addictive elements of *Tetris*. What do you come up with? One of the most original games of the present UK Game Boy releases.

Fortress of Fear
Wizards and Warriors was Rare's first game on the NES. Nintendo have taken the licence to the Game Boy in the tenth *W&W* game. A super arcade adventure.

Double Dragon
One of the few official releases to be two-player compatible. It's just as well, too, as the arcade beat-'em-up is showing its age now, and only the two-player option keeps it alive.

Spider-Man
Looking remarkably similar to those other comic tie-ins, *Batman* and *TMNT*, Peter Parker treks through the city of New York kicking the butts of the evil dudes who swiped his babe (man).

IMPORTS

Ghostbusters II
The 'Busters are back, albeit a bit late to tie in with any of the cinema/video releases of the film. Yet again, this takes the form of other film tie-ins, with you playing the part of any of the main characters. apart from Sigourney Weaver!

Mickey Mouse II
Mickey's already on his second game, and this one shows a marked improvement over the first. The graphics are much more varied, the sound is great, and Mickey has one hell of an adventure to survive. Should be a big hit this spring.

R-Type
Game Boy *R-Type* was developed right here in the UK. This looks like the most accurate arcade conversion to appear on the Boy so far. Almost every element of the coin-op is here (excluding the colour, of course!), including that great soundtrack. The graphics are outstanding!

Gremlins 2
This film tie-in was created by the same folks who did *Batman*, those prolific console developers Sunsoft. As well as a great arcade game, there are some beautiful pictures of all of the stars of the film. Unlike the computer game from Elite, you take the part of Gizmo and must guide him through the skyscraper defeating all the mutant gremlins.

Chase HQ
Another Game Boy product from British company, Triffix Graphics. Remarkably accurate conversion of Taito's coin-op – but shouldn't they have gone for the improved sequel, *Special Criminal Investigations*, instead?

Go!Go! Tank
A weird little shoot-'em-up where you control a tank with strange capabilities that allow him to change into a flying craft. Two-player compatible.

Cadillac Out
Dr Mario, the *Tetris* clone, is dominating the charts in Japan. It was inevitable that more *Tetris* clones would follow and here's one of the first. The twist this time is that the whole game is based around a deck of cards. The idea is to match up the suits of the cards on a 5x5 grid.

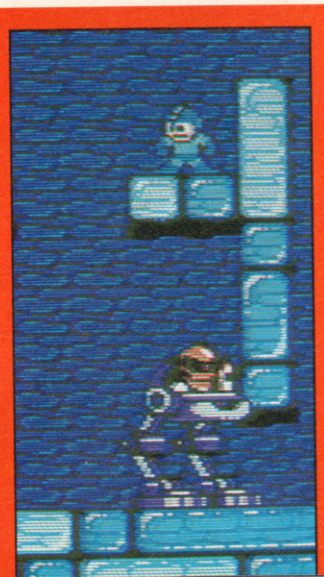
Loopz
This infuriating little *Pipe Mania*-inspired game which proved so addictive on computer looks great on the Game Boy. Mindscape are handling the conversion, and, to be honest, you can't really fail with this simple but frighteningly playable mind-bender.

Klax
Somehow I don't think this will quite match the spectacular Lynx version. The first thing to go missing will be the speech and the second the perspective. It looks remarkably crude on the Game Boy, so it'll be interesting to see if the playability is preserved.

Wizardry
While Shintaro bemoans the fact that there's nothing around to match his beloved *Dungeon Master*, he'll be happy to hear of the Game Boy version of this 3-D dragon-slaying game. Packed with RPG and arcade elements, *Wizardry* is a tried and tested formula that won't fail on the hand-held.

YO DUDES!

Narly Nintendo is the only place you can find impartial, independent news and information on all Nintendo. If you have any queries or tips for anything on the Game Boy, NES or Super Famicom, then get writing to *Narly Nintendo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH*. Don't forget to indicate your machine as the sender of the best tips gets a free cartridge!



BARE NESESSITIES

Check out this exclusive preview of a trio of "official" NES releases for spring.

World Cup
This is a great footy game, packed with lots of funny features and customising options. The action is viewed from the stands and scrolls with the action.

Mega Man II
It seems like this game has been around for years, but the official release is set for February 1991. Help Mega Man through this super arcade adventure as he tries to defeat Dr Wily and his indestructible carrot bombs(!).

Al Unser Jr's Turbo Racing
Al Unser Jr, the golden boy of American saloon car racing, lends his name to this great arcade racing game. Either play yourself or jump in Al's car and try to win the world championships.

BUBBLE BOBBLE
NES
Good ol' *Snardy Cadette* (madeupname) in Walthamstow has been working hard at getting codes. Try this little lot.

80	CCCCB	92	CFAAI
84	CEEEB	96	GGGGB
86	CGJJJ	99	GEJJJ
90	CBIIB		

Seven days later Snardy sent in the code for the second world: GEJBJ.

PIPE DREAM/MANIA
Game Boy
Here are a few codes to get you started.

21	HAHA	21	GROW
9	GRIN	25	TALL
13	REAP	29	YALI
17	SEED		

Thanks to *Paul Bush* in Middlesex for those.

DOUBLE DRAGON II
NES
Jose Baxter in Tottenham reveals how you can get seven lives for one player. Start in two-player mode, but don't use the second player. Kill the four men that come at the beginning of the game and proceed to hit the second player till your lives indicator shows XM. You now have extra lives.

GOLF
Game Boy
Shane Porter reckons that this tip'll give you more birdies than Slimbridge. When your ball goes somewhere you don't want it to, press START, SELECT, A and B to reset the game before the message appears. Now continue the game and you'll be able to retake the shot. (Strangely, Shane asks for the *Golf* cartridge if he wins Tip of the Month – weird!)

TRACK & FIELD II
NES
Ben Butler in Bradford sent in the codes for every day.

Day 2	DHLK*4ZLG
Day 3	DRLKQ3Z1G
Day 4	GRLK*3Z1G
Day 5	DR1KQ4PLN
Day 6	MBH+*4P1♥
Day 7	Z↓WQ3PLN
Day 8	R↓B55PPL1

BAD DUDES
NES
From Indiana, USA, *Derek Godat* reveals how you can get 63 lives. On control pad two, hit B, A, DOWN, UP, DOWN, UP. Now START on pad one.

GO WILD!

No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

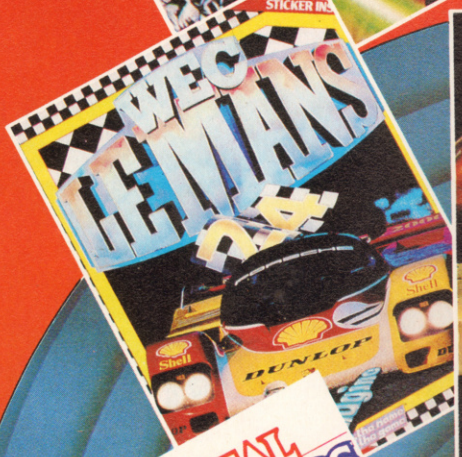
The arcade sensation by Fabtek Inc. is now available for your micro.

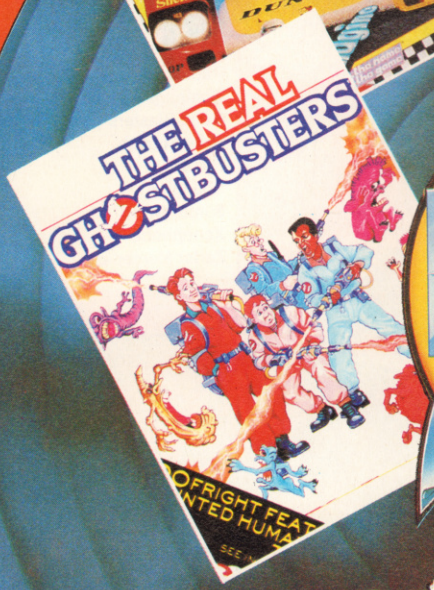
ocean

SPECTRUM . AMSTRAD CARTRIDGE
COMMODORE CARTRIDGE
ATARI ST . AMIGA

OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS.
TEL: 061-832 6633, FAX 061-834 0650

HIT THE BIG TIME





The Hit Squad

FOR A SMALL TIME PRICE!
ONLY £2.99 EACH

ALL AVAILABLE FOR: SPECTRUM · COMMODORE · AMSTRAD

HIT NAMES · HIT GAMES · HIT SQUAD

THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 2LX

NEW-LOOK LYNX!

ATARI ATTACK

by Richard Monteiro

There's never been a better time to own a Lynx or think about getting one. With 17 blockbusting games available (and a further 16 due in the next few months) and a new low-cost Lynx about to be launched, you'd be mad to plug into anything else

After the hot story in RAZE issue three concerning the possibility of a new-style Lynx, Atari have gone ahead and unleashed the beast at the recent Consumer Electronics Show in Las Vegas.

The technical specifications for the mark II Lynx remain the same: 3.5-inch (160 by 102 pixel) colour LCD display, 16 onscreen colours from a palette of 4096, 4MHz 6502 processor and four-channel sound. However, cosmetically and ergonomically things have changed dramatically.

The new Lynx is much more compact compared to the original – an inch has been shaved either side and the corners squared off. All the buttons, dials and ports of the original are still in place. However, there's the addition of a Backlight button which, obviously, toggles the LCD backlight on and off. The advantage of this is tremendous; during daylight and in well-lit areas it's possible to play the Lynx without having the backlight on. The battery saving is enormous.

But here's the best bit. In the States the new Lynx is being offered at the phenomenally low price of $99 (that's around £50)! The drawback is that you don't get a free copy of *California Games* or an AC adaptor. A second package, costing $149.95 (around £75) , includes the new Lynx, free game and AC adaptor.

So far there has been no official announcement as to UK availability or pricing of the new Lynx, but one source at Atari commented: "the $99 US package will probably translate to around £70 over here." That's still excellent value and makes the monochromatic Game Boy look vastly overpriced. At a guess, the new Lynx will be available this Easter.

There really is no justification at even contemplating any other portable gaming system. Atari have listened to the criticism levelled at the original Lynx and set everything right: size, battery life and price.

● In addition to the launch of the new Lynx, the CES saw the introduction of a range of Lynx accessories. Only US prices are currently available:

Carrying Case ($19.95)
A tough nylon case that holds the Lynx and up to 12 cartridges, a cigarette lighter power adaptor, AC adaptor, ComLynx cable, sun visor and spare batteries. The case features transparent pockets for east game card selection.

Player's Pouch ($14.95)
This nifty pouch carries a Lynx, ComLynx, batteries and games. the pouch features a wrist strap and belt loop for hands-free portability.

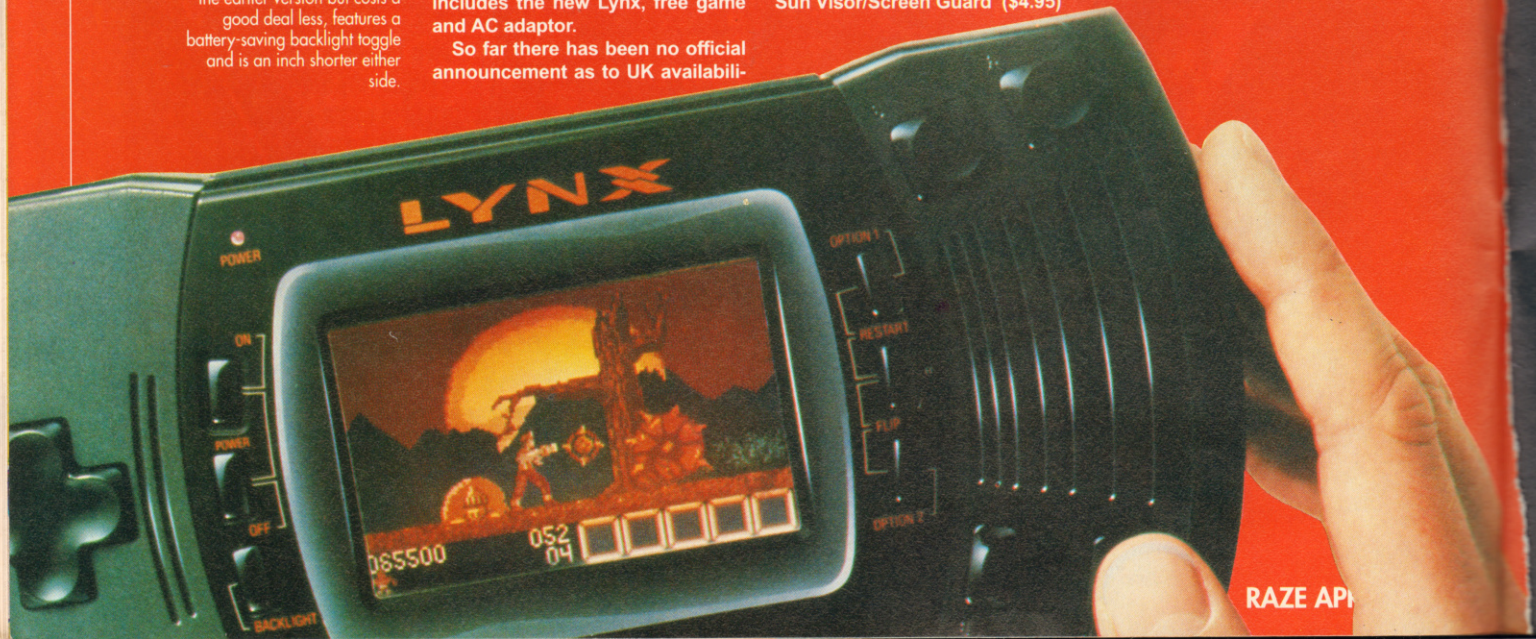
Sun Visor/Screen Guard ($4.95)
The visor is ideal for playing the Lynx outdoors to reduce glare from the sun. It also acts as an excellent guard against scratches.

Cigarette Lighter Adaptor ($19.95)
Lets you and a friend plug into, and draw power from, any standard car lighter. Saves your batteries on those long journeys.

LYNX GAMES LIST

There are now 17 Lynx titles available with a further 16 promised this year. Here are the games presently available:

Blue Lightning	£29.99
California Games	free
Chip's Challenge	£29.99
Electrocop	£29.99
Gates of Zendocon	£29.99
Gauntlet	II£34.99
Klax	£29.99
Ms Pac-Man	£29.99
Paperboy	£29.99
Rampage	£29.99
Road Blasters	£29.99
RoboSquash	£29.99
Rygar	£29.99
Shanghai	£29.99
Slime World	£29.99
Xenophobe	£29.99
Zarlor Mercenary	£29.99

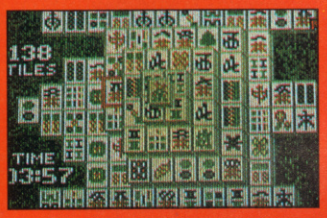


Atari's new compact Lynx is technologically as advanced at the earlier version but costs a good deal less, features a battery-saving backlight toggle and is an inch shorter either side.

SHANGHAI

Mediagenic/Atari ● £29.99 ● Lynx

Strategy fans will love it. Arcade addicts will loathe it. *Shanghai* is based on the ancient Chinese game called Mah-Jongg (or Mahjong if you prefer the Westernised spelling). The game's origin is steeped in mystery and some historians date its origin as bar back as the time of Confucius (some 25 centuries ago).



The dragon formation is the easiest of the stages, but that doesn't mean you'll clear it first go.

Interestingly, the Japanese go gaga over Mah-Jongg and try desperately to forget that the game originated in China. In fact, so crazy are the Japanese for Mah-Jongg that many arcades have gaming machines based on the sport.

Back to reality. The Lynx version of Mah-Jongg features 144 randomly placed tiles: 108 suit, 12 dragon, 16 winds, four seasons, four flowers. The tiles are laid out in a puzzle formation of your choice. Seven formations are possible: dragon, hawk, butterfly, fish, bear, spider and turtle.

Your objective is simply to remove as many tiles as possible from the screen by matching pairs. Ultimately, of course, you should remove every tile from the screen – but that takes a mixture of skill and luck of the dragon. The rules are simple; you can only remove two tiles if they are both free. The definition of free being that there's nothing on top of the tile and either its left or right side isn't blocked by another tile.

There are four ways to play: solitaire or two-player alternating competitive, simultaneous competitive and simultaneous cooperative. In one-player mode the idea is to remove as many tiles in as short a time as possible. Two-player competitive – possible via the Comlynx – requires the two players to take turns removing pairs of tiles. Each player has 10 seconds in which to remove a pair. Failure to do so returns play to the other play. The player with most removals at the end of the game wins. Two-player simultaneous competitive involves both players removing tiles at the same time. Again, the player with the most tiles at the end of the session wins. Finally, two-player cooperative has both players attempting to remove tiles simultaneously.

Shanghai is so simple, yet so devastatingly difficult to master. Personally, it's one of my all-time favourite Lynx games and makes a welcome change to beat-'em-ups and blast-'em-ups; addictive in one-player mode, unputdownable in two-player.

You can change the appearance of tiles so they feature the traditional Chinese symbols or, as shown above, the more easily recognisable Westernised numbering system.

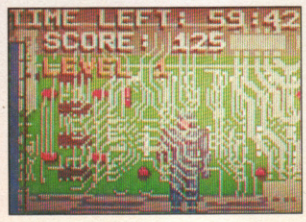
GAME TIPS

Here's another sack full of hacks for a wealth of Lynx games. The best tip printed each month wins the author a copy of the latest Lynx release. You'd be mad not to scribble your gaming solutions to Atari Attack, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.

ELECTROCOP

There's no time wasting with Rupert Cowley's door codes for all 12 levels of this addictive shoot and search game.

LEVEL 1
Door 1: 2473 – exit to level 2
Door 2: 9874 – exit to level 2
Door 3: 8743 – extra weapons
LEVEL 2
Door 1: 3287
Door 2: 5409
LEVEL 3
Door 1: 9284 – exit to level 4
Door 2: 7210 – exit to level 4
Door 3: 3936 – extra weapons
Door 4: 7395 – extra weapons
Door 5: 8294
LEVEL 4
Door 1: 0394 – extra weapons
LEVEL 5
Door 1: 8658
Door 2: 5462
Door 3: 9973
Door 4: 7642
Door 5: 0912
Door 6: 0974
Door 7: 7865
Door 8: 4285
LEVEL 6
Door 1: 9722
Door 2: 8765 – exit to level 12
LEVEL 7
Door 1: 6012 – exit to level 4
Door 2: 5824 – exit to level 9
LEVEL 8
Door 1: 7698 – exit to level 6
LEVEL 9
Door 1: 0170 – extra weapons
Door 2: 1092 – extra weapons
Door 3: 7102 – extra weapons
Door 4: 4726 – extra weapons
Door 5: 1375 – exit to level 11
Door 6: 2857 – extra weapons
Door 7: 6998 – extra weapons
Door 8: 1798 – extra weapons
Door 9: 4391 – exit to level 1
LEVEL 11
Door 1: 0293 – exit to level 12
LEVEL 12
Door 1: 2987 – extra weapons
Door 2: 6443 – extra weapons



SLIMEWORLD

The last codes – writes Paul Ruben from London – for levels 1, 2 and 5 are 8F0BC8, 20D988 and 7CE2D1 respectively. For those that likes to take things slowly David Crimble of Somerset has discovered the codes that will take you from beginning to end of level 1. From the top then: 9D0AD9, 070964, CCC945, 30C988, 4F8B09, 0B8BCD, 098BC3, 078BC1, C28A87, and finally 8F0BC8.

GATES OF ZENDOCON

Following are codes for 40 levels of this tasty shoot-'em-up. Send your thanks/hate mail for being so smart to Jonathan Peters of Glasgow.

Level	Code	Level	Code
1	BASE	21	BREX
2	ZYBX	22	ZORT
3	XRXS	23	STAB
4	ANEX	24	BOXX
5	NEAT	25	TENT
6	EYES	26	BETA
7	NYXX	27	BYTE
8	ZYRB	28	NEST
9	SRYX	29	SEBB
10	BARE	30	SNEX
11	STAX	31	TERA
12	SZZZ	32	ZAXX
13	RAZE	33	NEAR
14	TRAX	34	TENT
15	ZEBA	35	BROT
16	ROXY	36	STOB
17	NEXA	37	XTNT
18	NEST	38	BOTZ
39	SNAZ	40	ZETA

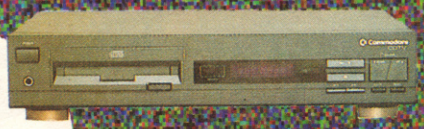
LYNX TOP TEN (UK)

Chart supplied courtesy of SDL

1	PAPER BOY
2	ZALOR MERCENARY
3	ROAD BLASTERS
4	ROBO SQUASH
5	GATES OF ZENDOCON
6	BLUE LIGHTNING
7	GAUNTLET
8	ELECTRO COP
9	SLIME WORLD
10	KLAX

Julian "milk marketing" Boardman

SIGHTS ON CD

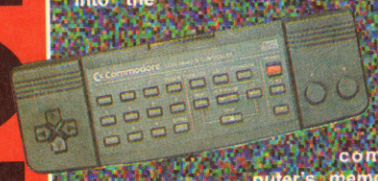


DJ Paul "Jazzie Master" Rigby gets a compact studio on compact disc for the CDTV (little things please little minds etc..)

How would you like to be able to take a CD and then re-sequence it? To take a Madonna CD, for example, extract a couple of parts from it, merge it with your own samples and sequences, loop them, reverse them, repeat them, etc, etc! Sounds good, eh? A DIY home studio, even?

You will have the chance to do just that when the CDTV appears because Microdeal are in the midst of producing the ground-breaking software required to do it. John Simes at Microdeal had a few (hundred) words to say about their *CD Remix* project.

"The best way of doing it would be to take a CD single with around four re-mixes of the same track on it. Then, from our controller, you would be able to tell the CD to play track one from part A to part B, then go to track two and play part C to part D. Then to load the parts into the



computer's memory and overlay them or use the built-in drum machine to add a drum beat."

No separate hardware will be required. All you would need to do is load the *CD Remix* program from CD, then put in the regular CD music disc to use as data.

There are certain limits to the program, though. For example, there will be no links to other programs such as *Deluxe Paint* or *AMOS*. However, you will be able to use Microdeal's *Quartet* and *AMAS* sampling software with *CD Remix*.

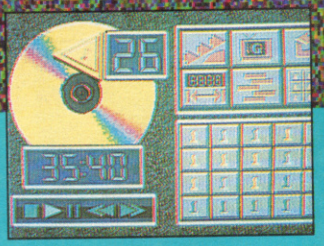
"You can, if you wish, plug in extra CDTV units together via the MIDI channels and then use one CDTV as a master to control the other machines. DJs, for example, could take tracks with the same sort of bassline and mix them in together."

Don't be misled, though. *Remix* is not aimed towards the professional market. *Remix* is a program for everyone. The program is structured so that it will not contain a "language" as generally perceived. There will be no clunky GOTO or FOR... NEXT statements here. The best comparison I can give you is that you will form a batch file or macro of *Remix* commands which are defined from icons.

"For example, you'd have an icon of 'play' and within that icon would be what track to play, what areas to play and when it should begin playing. The next icon might be to 'play a sample in the computer's memory then 'send out a MIDI start command to switch to another CDTV' then 'wait for MIDI start' then 'play *Quartet* voice set' and so on.

You would then be able to save that sequence command file to the CDTV's smart card which you get with every unit. This allows a quick repeat of that worked sequence whenever required, like at a party.

The possibilities for this piece of



software are endless. From making your own demos to becoming part of a professional music studio, *CD Remix* looks like being one of the more interesting software developments for the CDTV. We wish Microdeal good luck... and hope they'll send us a copy soon!

FIRST PIX OF CDTV!

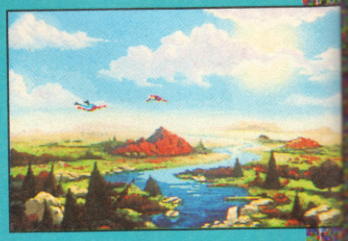
The software development of CDTV products is well underway. Indeed, by the time you read this, the unit should already be on sale in America (bet it's not, though!). Here are a few sneak preview pictures of the CDTV *Welcome Disc* detailing all the amazing functions it contains. Also almost finished from Commodore is their *Time Table of History* educational CD. The closer the CDTV's release gets, the more and more I want one...

COMPACT STORIES

★ Microdeal are working wonders with *CD Remix*. Especially so as they do not even have a CDTV yet! They only have the development kit to work with at the moment. It makes you wonder what Commodore are playing at since, at the time of writing, the CDTV is actually due for an American release in February!

★ Expect to see the Sierra games *Jones in the Fast Lane* and *King's Quest V* on CD-ROM for the IBM PC (probably Sierra's own hardware system) and CDTV.

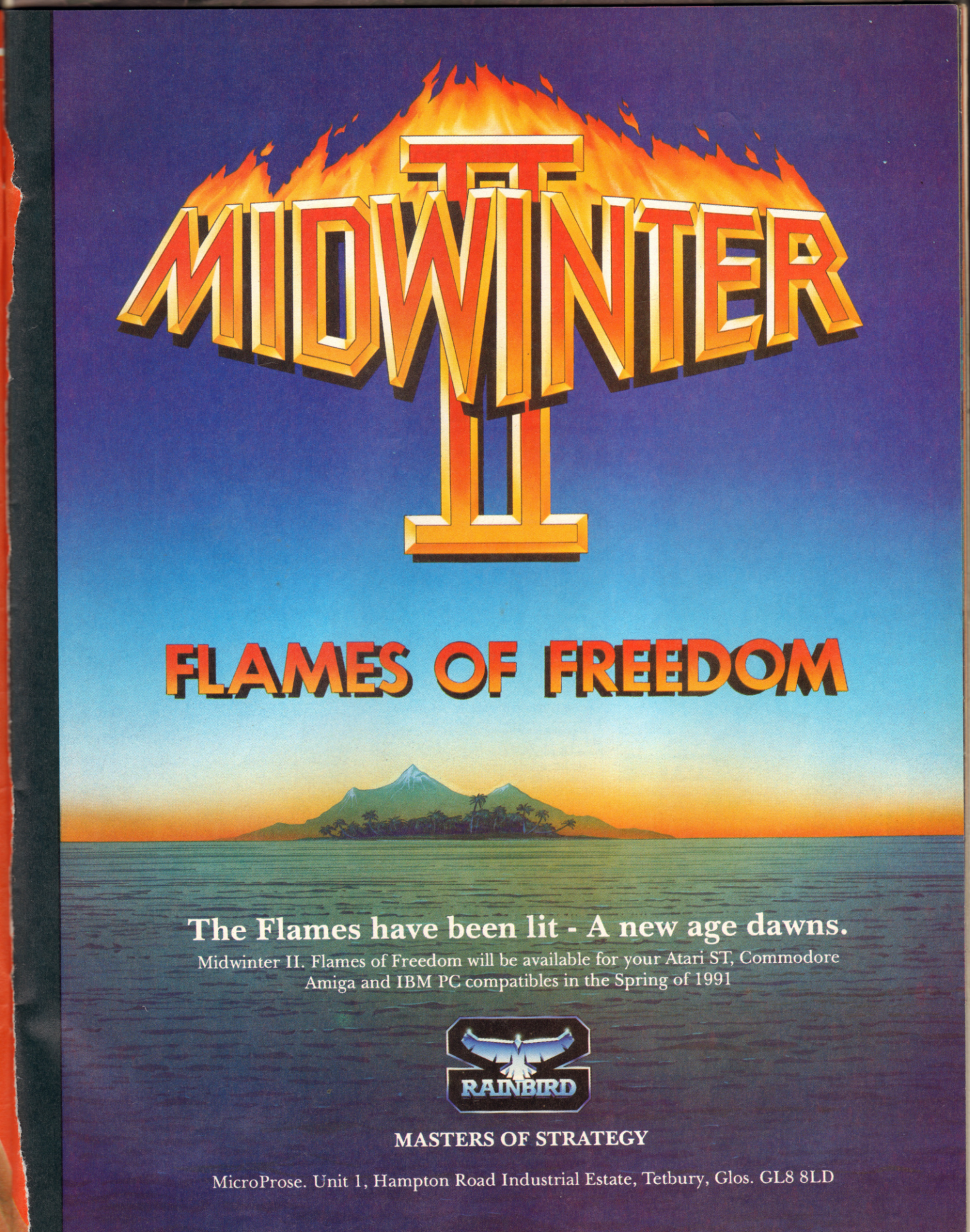
Gawk at those graphics! Could this be the prettiest computer game EVER? We'll have a full review of the standard PC version of *King's Quest V* next month.



Apparently, Sierra wanted a CD-ROM machine built in as standard on the first PC. They didn't get it, of course, which is a pity because if they did, we could all be playing CD-ROM games now instead of disk. Even so, Sierra are producing startling products like the impressive *King's Quest V*, as pictured here on the PC.

★ Gremlin's CDTV version of *Little Devil*, featured in the last issue, is still ten months away from release.

★ It is an open secret that Sierra consulted IBM when the latter was working on the PS/1 and asked for the inclusion of a CD-ROM player. It is also rumoured that Sierra were bitterly disappointed that the CD-ROM failed to materialise in the PS/1 machine. It now appears that IBM are working on a CD-ROM player to be sold as an add-on. Initially through the usual retail outlets but also through Sierra themselves!


MIDWINTER II
FLAMES OF FREEDOM
The Flames have been lit - A new age dawns.
Midwinter II. Flames of Freedom will be available for your Atari ST, Commodore Amiga and IBM PC compatibles in the Spring of 1991
RAINBIRD
MASTERS OF STRATEGY
MicroProse. Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD

SEGA
MEGADRIVE
NINTENDO
GAME-GEAR

MEDLANTIC HI-TEC LTD

10 CHURCH STREET, MARKET BOSWORTH, WARKS

ATARI LYNX
NINTENDO
GAMEBOY
SUPER FAMICOM

HI-TEC HI-TEC HI-TEC HI-TEC

HI TEC CONSOLES, HI TEC GAMES, FOR HI TEC MINDS

MEGA-DRIVE

SEGA MEGA DRIVE & GAME £149.95
JOYPAD £14.95
PRO2 JOYPAD £19.95
POWER STICK £34.95

AERO-BLASTER £34.95
ATOMIC ROBOKID £29.95
AXIS F2 ..... £29.95
BATMAN £34.95
BATTLE SQUADRON £32.95
CRACK DOWN £32.95
DANGEROUS SPEED £33.95
DARIUS II £38.95
DS-BOY £24.95
DYNAMIC DUKE £29.95
ELEMENTAL MASTER £33.95
GARIARES £38.95
GYNOUG £34.95
GAIN GROUND £32.95
GRANADA X £29.95
HARD DRIVIN £29.95
HEAVY UNIT £33.95
HELLFIRE £24.95
JOE MONTANA £38.95
JOHN MADDEN £38.95
JUNCTION £33.95
KA GE KI £34.95
LAKERS VS CELTICS £34.95
MAGICAL HAT £34.95
MEGA PANEL £34.95
MICKEY MOUSE £33.95
MUSHA ALESTIE £34.95
POPULUS £34.95
RING SIDE ANGEL £34.95
SHADOW DANCE £29.95
STAR CRUISER £34.95
SWOARD OF SODAN £29.95
STRIDER £33.95
SUPER MONACO £34.95
THUNDER FORCE III £33.95
VOLFIEV £33.95
WONDER BOY III £33.95

MED-COM ADAPTOR
CANT PLAY ALL THE LATEST JAP GAMES ON YOUR MEGA DRIVE??
THEN YOU NEED A MED-COM
ONLY **£14.95**

MASTER SYSTEM

MASTER SYSTEM £79.95
MASTER SYSTEM + ... £99.95
CONTROL PAD ..... £ 7.95
RAPID FIRE UNIT ..... £ 5.95
JOYSTICK £14.95

NEW GAMES
AIRIAL ASSAULT £29.95
ALEX KIDD SHINORI £29.95
ASSAULT CITY £29.95
BATTLE OUT RUN £29.95
CHASE HQ £29.95
DOUBLE HAWK £29.95
E-SWAT £29.95
GOLF MANIA £29.95
INDIANA JONES £29.95
OPERATION WOLF £29.95
2C GRAND PRIX £29.95
SLAP SHOT £29.95
ULTIMA 4 ..... £29.95

MORE TITLES IN STOCK!

GAME BOY

GAME BOY DELUXE £69.95
GAME BOY SUPER DELUXE £89.95
LIGHT BOY £19.95
GAME LIGHT £9.95

BATMAN £24.95
BOULDERDASH £24.95
BUBBLE GHOST £24.95
BUGS BUNNY £24.95
CASTLEVANIA £19.95
DE MARIO £24.95
FINAL FANTASY £24.95
FORTRESS OF FEAR £24.95
GHOST BUSTERS II £24.95
MERCENARY FORCE £24.95
NEMESIS £24.95
NFL FOOTBALL £24.95
NINJA TURTLES £24.95
PAPER BOY £24.95
PIPE DREAM £24.95
ROBO COP £24.95

MANY MORE TITLES IN STOCK!

NES NINTENDO

NES TURTLES PACK £79.95
NES ACTION PACK £99.95
NES JOYSTICK £39.95
NES MAX PAD £29.95
POWER GLOVE ..... CALL
AMERICAN GAMES ADAPTOR ..... CALL
JAP GAMES CONVETER £24.95
BIONIC COMMANDO £39.95
BLACK MANTA £39.95
BOBBLE BUBBLE £24.95
DOUBLE DRAGON II £39.95
FESTERS QUEST £29.95
LEGEND OF ZELDA £39.95
MEGA MAN £34.95
MEGA MAN II £39.95
METAL GEAR £34.95
PAPER BOY £24.95
ROBO-COP £39.95
TETRIS £24.95
WORLD WRESTLING £34.95

MORE TITLES IN STOCK!

JAPANESE NINTENDO

JAPANESE NINTENDO £129.95
BOMB JACK £29.95
SPLATER HOUSE £44.95
BATTLE CITY £29.95
NINJA TURTLES II £44.95
RAINBOW ISLANDS £39.95
AFTER BURNER £32.95
STAR WARS £39.95

MANY MORE TITLES IN STOCK!

SUPER FAMICOM

SUPER FAMICOM INC 2 GAMES £299.95
FINAL FIGHT £44.95
GARDIUS III £44.95
BOMBUZAL £39.95
PILOT WINGS £39.95
F-ZERO £39.95
POPULOUS £44.95
R-TYPE II £44.95
ULTRAMAN £44.95
GOLF £44.95
SIM CITY £44.95

SEGA GAME GEAR

GAME GEAR INC GAME £149.95
GAME GEAR INC 3 GAMES £179.95
WONDER BOY £29.95
COLUMS £29.95
G-LOC £29.95
SUPER MONACO £29.95
DRAGON CRYSTAL £29.95
MANY MORE TITLES IN STOCK!

GAME-BOY

ATARI LYNX INC GAME £124.95
PAPER BOY £32.95
RAMPAGE £32.95
KLAX £27.95
ROAD BLASTERS £27.95
BLUE LIGHTING £27.95

MANY MORE TITLES IN STOCK!!

NEO-GEO

NEO-GEO INC 2 JOYSTICKS, MEMORY CARD AND GAME £449.95
PUZZLED £189.95
JOY JOY KID £189.95
BOWLS £189.95
BLUES JOURNEY £189.95
KING OF MONSTERS £189.95

MORE TITLES IN STOCK

PC ENGINE

PC ENGINE INC GAME £159.95
CD ROM UNIT £299.95
CONTROL PAD £19.95
PC GT INC GAME £285.00

MANY PC ENGINE GAMES IN STOCK, PLEASE PHONE FOR LIST

WHY NOT JOIN THE HI-TEC CLUB
PHONE FOR DETAILS

REPAIR SERVICE ON ALL CONSOLES

RETAIL, MAIL ORDER, TRADE AND OVERSEAS WELCOME

SECOND-HAND TITLES BOUGHT AND SOLD

TEL/ FAX (0455) 291865

TEL (0860) 444587

HI-TEC HI-TEC HI-TEC HI-TEC

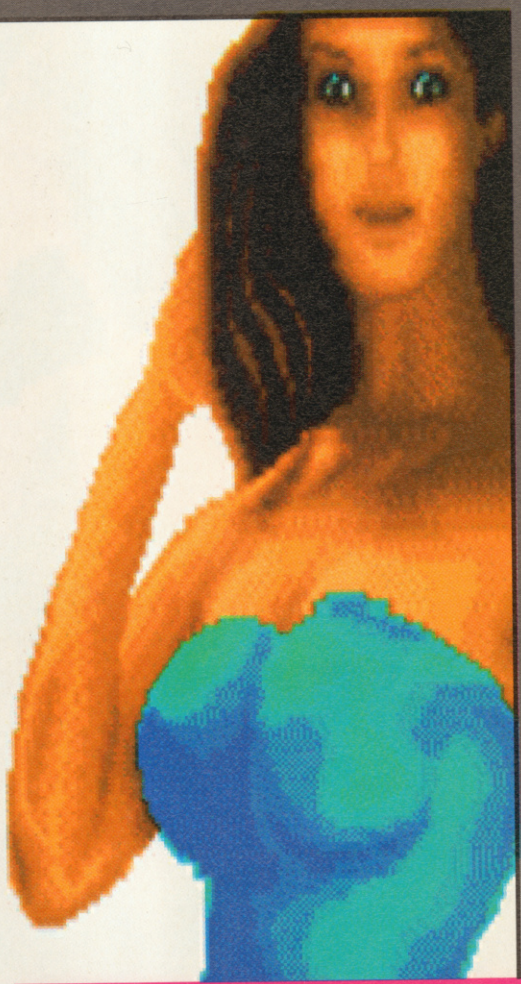
REVIEWS

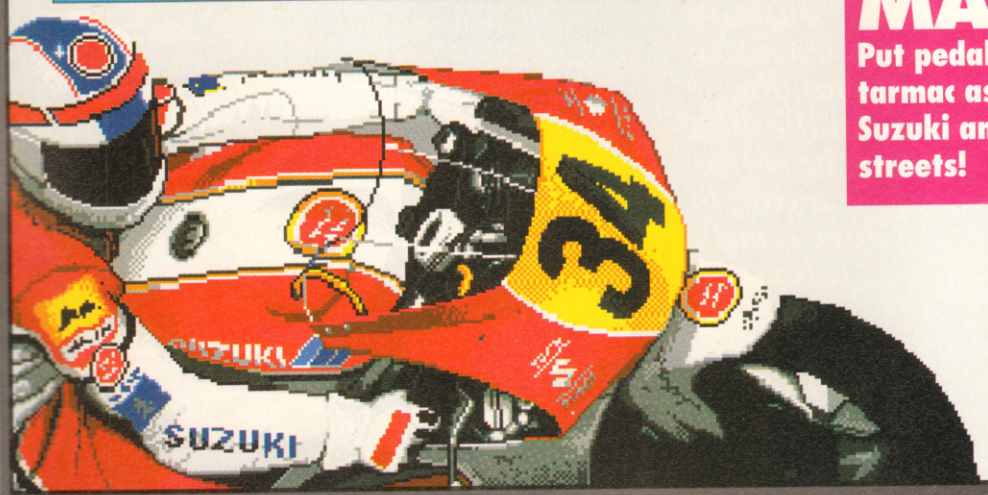
Consoles

ATARI LYNX	Rampage	47
	Robo-Squash	38
	Rygar	46
	Shanghai	22
MASTER SYSTEM	Super Monaco GP	28
MEGA DRIVE	ESWAT	32
	Ghostbusters	54
	Phantasy Star II	34
	Super League	53
	Super Real Basketball	52
	Super Monaco GP	28
	Twin Hawk	44
NES	Duck Tales	58

16-Bit

AMIGA	Crimewave	36
	Exterminator	68
	Mighty Bombjack	60
	Super Monaco GP	28
	Team Suzuki	40
	The Ultimate Ride	30
ATARI ST	Alpha Wave	62
	Crimewave	36
	Exterminator	68
	Mighty Bombjack	60
	Team Suzuki	40
IBM PC	Countdown	66
	Jones in the Fast Lane	56
	Links	70
	Spirit of Excalibur	42





MOTORWAY MADNESS!

Put pedal to the metal and trash tarmac as Super Monaco GP, Team Suzuki and Ultimate Ride hit the streets!

SUPER MONACO GP

It's a sad fact that, unfortunately, I seem to suffer the same fate as Nigel Mansell when I play racing games. I either finish in a stupidly fast time and win the race, or I crash and get eliminated before I'm past the pit lane.

You should already be familiar with *Super Monaco GP* by now. In the last few months, the game has stormed onto the Master System and Mega Drive, shooting straight up their respective charts.

Your ultimate aim is to win the World Championship, although your first hurdle to cross is that of qualifying. If you survive all 16 world racing tracks, the season culminates in a motoring festival at Monaco.

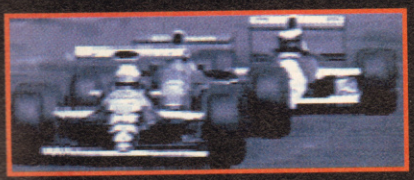
Before you start the race, you have to set up your car for the track you're racing on. The car is either manual or automatic transmission, and certain tyres etc should be picked depending on how many bends are in the circuit, the weather conditions, etc.

If you're too slow in one race, you will be disqualified from the championship and your road to fame and glory will end right there and then. Mighty turbo nutters should grit their teeth and go for the SEVEN speed manual gearbox – go faster strips not needed...

The game designers didn't put the course screen on the left in for a laugh, y'know. A sensible driver will try to memorise the whole course, if not just the first couple of corners. Below: wait for the green light and away you go. Experience corners so sharp you'd cut your finger on them. Just make sure you finish in a fast enough time to qualify in a decent position – around 30 seconds ought to do it!

With Julian's Cavalier abandoned on the M25 (he rolled it trying to race a milk float) it was left to Les Ellis to write off a few more vehicles...

Q: What runs up hill but never gets tired?



Rev counter – watch here for when to change gear in manual mode. Ignore it if you're using automatic.

Position limit – gets updated at checkpoints. Fall below this position and your race is over.

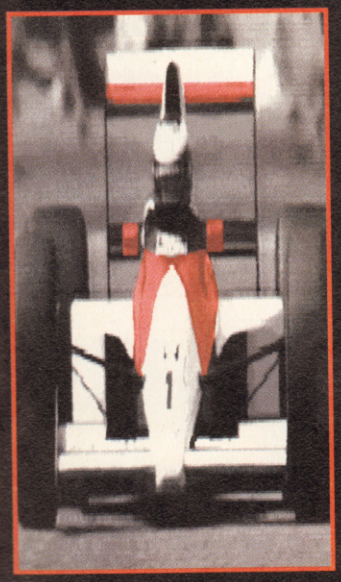
Your current position – riding high with the hasbeens and wanabes.

Rear-view mirror – keep your eye on this for any opponents trying to creep up on you. Weave around the track and make it extremely difficult for them to pass.

Your lap timer – repeated in the top righthand corner to show how your laps are (hopefully) improving.

Trees, buildings and other cars have a detrimental effect on your car.

Current speed – your top speed varies according to the type of gear box you have installed: automatic or manual.



Top: it's time to decide whether you're a man or a mouse. If you're hoping to win the World Championship, it's worth getting used to the manual gearbox as soon as possible.

Middle: suffering from tunnel vision, you decide to seek refuge in a dark place. Unfortunately you can't stop for a nice cup of team as there's a race to be won.

Bottom: if you hit too many signposts, buildings or opponents, your car starts to cry "I canna take no more Cap'n, I'm gonna blow," and it explodes. Guess who's got a long walk back to the pits...

ATARI ST — US GOLD — £24.99 ● MARCH

AMIGA

GRAPHICS **84%**
✗ Backgrounds are a little bare.
✓ The action is frighteningly fast

SOUND **78%**
✓ Sporadic squeaks, squeals and revs.
✓ Suitable title music.

PLAYABILITY **87%**
✓ The urge to get further *drives* you on.
✓ No time for *brakes* with 16 tracks.

US GOLD — £24.99 ● MARCH — **83%**

A: A road. (Incorrect version printed last issue.)

THE ULTIMATE Ride

Julian "Silver Dream" Boardman straddled his mean machine and promptly rode off into a tree

I'm more of a four-wheel man myself. Having never felt the need for the abject terror that accompanies motorcycle riding, I find a 998cc Metro more than enough fun. Mindscape, however, are trying to please everyone. Not content with their stonking *4-D Sports Driving*, the Surrey-based software conglomerate bring out a motorcycle racing game to appease all the two-wheel thrills 'n' spills junkies out there.

It offers all you would-be Barry Sheenes out there the chance to ride on nine different bikes over 12 different courses, six tracks and six streets. And if that's not enough, you can customise them all to your own particular tastes (i.e. very easy).

Options exist to turn off most of the surrounding effects to speed up the game, making the racing all the more exciting. The problem is though, that it just can't make it exciting enough. The game just

doesn't have enough content to hack it with the best and lets itself down, soon becoming a very repetitive experience.

Magic Boardman jumps on the brakes to avoid a nasty brush with the law.

"Two more of these and you lose your licence, my son. Let this be a lesson to you." "Yes, orifice. Sorry, officer."

Each bike has a separate dashboard layout, but each contains the same instruments. A speedometer to the left and a rev counter to help with gear changes on the right. Below that a digital readout shows speed, gear and position in a race.

RIDING TIPS

★ To pull the bike into a wheelie, stay in a low gear (first or second), rev the engine by holding the fire button and pushing up and then release the button. Because the fire button acts as a clutch when it is released you can sit back and watch the ground disappear. But be careful, it is not easy steering with your front wheel off the ground.

★ To get around a course faster on a manual transmission bike you should downshift while braking for corners. This allows you to come out of the corner in the lowest possible gear allowing faster acceleration on the forthcoming straight.

★ Big bikes, 750cc and above, are much faster on the straights but are generally heavier and slower to respond around corners.

★ Smaller bikes, under 750cc, aren't as quick in a straight line, but are far more nimble on corners and can out-pace the bigger bikes when the going gets curvy.

★ Riding off road is dangerous, you will soon lose traction and crash. Get back on the road as quickly as possible.

★ Be careful of steep hills, jumping is all very well but it is not too good if you feel the need to avoid something (steering has no effect in the air!).

IBM PC — MINDSCAPE £24.99 ● OUT NOW

ATARI ST

GRAPHICS 74%
✗ Lack of imagination in the sprites.
✓ Very good intermediate screens.

SOUND 69%
✗ Lacklustre tune does not help.
✓ Choice of digital or analogue effects

PLAYABILITY 73%
✗ Too easy to crash.
✓ Easy to use selection system.

MINDSCAPE £24.99 ● OUT NOW **73%**

AMIGA

GRAPHICS 73%
✗ Uninspiring use of trackside sprites.
✓ Very fast animation.

SOUND 72%
✗ Tinny engine effects.
✓ Suitably disturbing crash effect.

PLAYABILITY 74%
✗ Very repetitive and few highlights.
✓ Good and fast for a quick thrill.

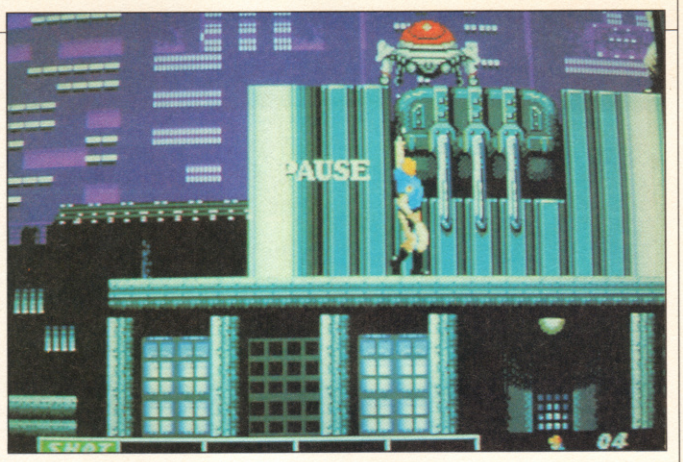
MINDSCAPE £24.99 ● OUT NOW **73%**

Ride: to copulate with; mount.

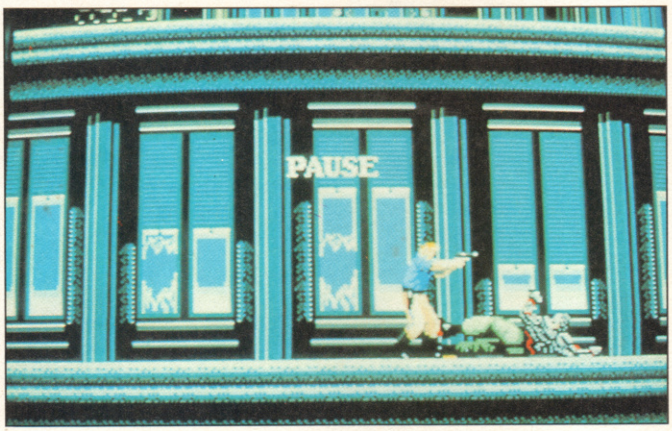
ESWAT

CITY UNDER SIEGE

An extra special reviewer for an extra special game. Bring in Les Ellis, the man with polyunsaturates



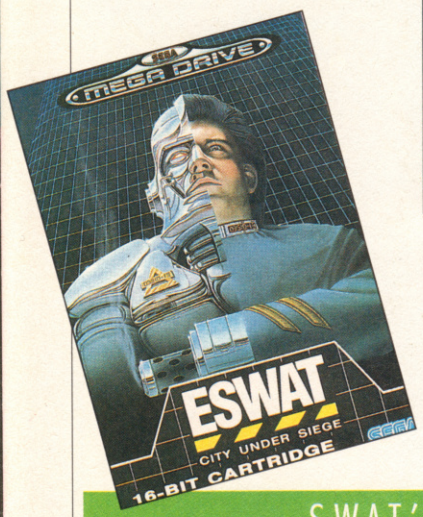
An early stretch for our man as he reaches for the sky to take out a deathball-spitting machine. Once rid of it he can jump onto the platform and be ready to deal with the next load of crims.



The mission is split into eight levels, and on the successful completion of each one you climb the job ladder. Every level comes complete with its own type of EYE agents and culminates in a sole confrontation against a tank, machine or monster. Along the level is a wide range of pick-ups, varying from poxy things like rapid fire to something more meaty like a rocket launcher.

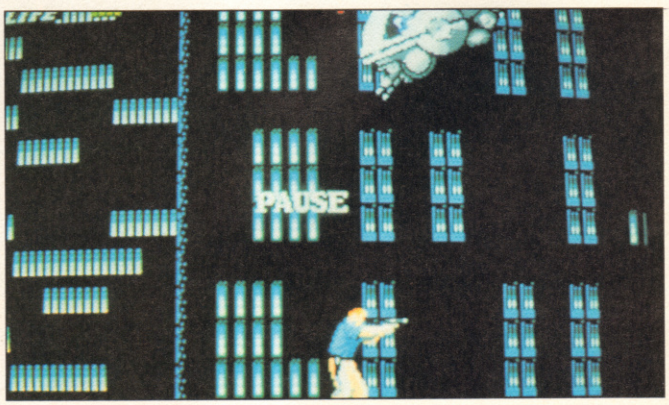
On the completion of the second level, you are awarded with an armoured suit indicating your progress through the ranks. The suit comes complete with cannon and rocket pack for reaching those awkward platforms.

No, Airwolf doesn't fly down to help the members of the EYE organisation, but this end-of-level obstacle will cause you just as much aggro. You'll need to empty your ammo into this machine if you're to reach the next level.



You've seen the Master System version (issue four) and computer versions (issue five), and now you can play the *official* UK Mega Drive version. *ESWAT*, for those of you who've been holidaying on Mars for the past few months, is the only cop game to out-gun RoboCop. In fact, the cop around which the whole game revolves isn't too far removed from that other metal law-enforcer.

There are two aims to your mission. The first is to progress from a lowly ESWAT (Extra Special Weapons and Tactics) rookie up the ranks to a fully-fledged member of the team. To achieve your job ambitions you must reach your second aim; to infiltrate and expose the EYE global crime organisation.



SWAT'S THAT?

The pick-ups not to put down.

SUPER – Gives your handgun an autofire option.

ROCKET LAUNCHER – Fires two rockets at a time but takes a short while to reload.

PLASMA CHARGE – Rather small charges, but given time to charge up they are awesome weapons.

FIRE – Your most deadly weapon, can only be used once, but what a blow.

LIFE UP – Gives you an extra two bars on your life indicator.

LIFE MAX – As with a life up but restores to the full.

BURNER MAX – Gives you a complete store of energy for the burner, or enables you to release the fire.

1-UP – Gives you an extra life.

MEGA DRIVE

GRAPHICS **86%**
✓ Wide variety of detailed backdrops.
✓ Spectacular intro sequence.

SOUND **73%**
✗ A cacophony of sound effects.
✓ Some excellent sampled speech.

PLAYABILITY **68%**
✗ Too easy and repetitive.
✓ Initially interesting and compelling.

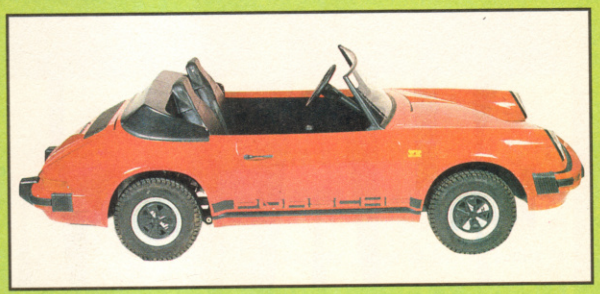
SEGA
£34.99 ● OUT NOW
72%

WiN a Sharp Camcorder!

We like the TV show "You've been framed" so much, that we decided to give away a home video as a prize! Here it is, a Sharp Camcorder worth over £600 that you could win!!

Call 0898 101992

WiN a Junior Porsche 911!



This brilliant car worth £4000 is an exact replica of a Porsche 911, except you can drive it!! It has everything you'd expect on a normal Porsche like gears, brakes and lights, plus an engine which can take you up to 35 mph! Call it now!!

Call 0898 101994

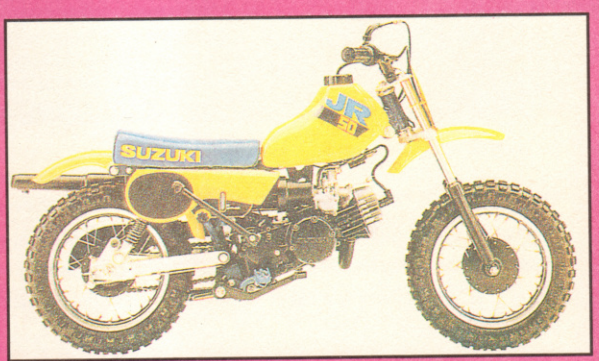
You could WiN our Awesome Foursome!

WiN a QUAD!

This is the Suzuki LT50J - known to its friends as the Quad! You could win this four-wheeled wonder, simply by entering our awesome competition on the number below!!

Call 0898 101995

WiN a BIKE!



This Suzuki bike must be the coolest thing on 2 wheels!! It has a 50cc petrol engine and you can vary the top speed from 0 - 50 mph!! The bike can be ridden by anyone over the age of 5, and it could be you if you call it right now!!

Call 0898 101996

Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT. For details of winners please send an SAE to: Pepperoni Winners, PO Box 1640, London. NW1 8NG Please ask your parents permission before you call. Average length of the call is 5.5 minutes and we advise that you ring at cheap rate.

RAVE

PHANTASY STAR II

Paul Rigby was woken from his own little flying fantasy and told to help someone else carry out theirs

Two years ago, when *Phantasy Star I* appeared on the Sega Master System it created quite a stir. That is nothing compared to the impact of *Phantasy Star II*, which was created to showcase the Mega Drive.

Continuing the plot from the original, the player finds his character on Mota, the middle planet of the Algo star system. Closest to the sun is Palm where the rulers and academics live, while the dark, mysterious ice planet of Dezo lies the farthest out.

Mota is a tropical farm planet and every aspect of Mota is controlled by a computer system called Mother Brain, which is secretly housed somewhere. For years things have been idyllic on Mota, but now strange and deadly biomasters are appearing all over the planet. Obviously, these were grown in Mother Brain's biosystem's labs, but no-one knows how this can be occurring. Mother Brain, in fact, says that it is not happening, but a quick trip outside Paseo, the planetary capital, will certainly show how wrong she is!

Your character works for the Commander of Mota who, in turn, assigns you to enter the biosystem labs and retrieve the system's recorder so that he might ascertain what has malfunctioned. On this assignment, you are accompanied by your adopted sister Nei, part-human/part bio-monster.

Throughout the adventure, people with unique skills and talents suddenly appear at your home in Paseo and express their willingness to join you. So you should nip back home occasionally to see

While the Master System is quite happily swimming in RPGs, like Ultima V, Y's and, of course, Phantasy Star I, the official UK Mega Drive RPG releases have been a bit scarce. Over the next few months, expect to see many more value-packed games liked Phantasy Star II, with thicker manuals and more content.

EASY RIDER

The one possible fly in the Phantasy Star II ointment is the documentation. Besides the normal 48-page manual included with the game, is a fold-out map of Moto and Dezo. Thing is, the map shows absolutely every location – even the secret ones! On the back is a list of all the items, who can use them and what properties they have.

The 113-page hint book is strapped to the back of the box. Now the book is very beautiful, all in colour with great tables, drawings and maps, but a hints book it isn't. It is more like a detailed walk-through, exposing every crevice leaving little to surprise you. You are provided with the contents and pricing for every shop in the game, the complete maps to all of the dungeons and towers, the exact location of every chest in the dungeons (also which of them hold the real prizes), at what time new members will be waiting at home for you and even the optimum team configuration! So if you want to enjoy this game

DON'T LOOK AT THE MAP OR THE HINTS BOOK!

One of the best bits of the game is the stable of large and mean monsters. Each has a regular weapon, claw or sting and often a second special attack form. Every time the creature attacks, an animated sequence shows its whole body attacking in its different modes. When you attack, each character steps forward and hacks with his sword, shoots his gun or casts his spell.

if any visitors have appeared. A total of six people, in addition to Nei, will come to your aid including a hunter, guardian, biologist, wrecker and thief. Only the thief can steal one of the major items in the game.

As the game progresses, all kinds of weird computer malfunctions impede your path. For instance, Paseo is an island in the middle of four dams. These control the water level in an artificial lake used for irrigation. Suddenly the dams close completely, drying up the lake.

The game is structured in a very Japanese fashion. That is, it is highly linear with major monster/boss characters to defeat at the end of each segment. While these games tend to be more simplistic than your typical *Ultima* RPG, they can be very entertaining. You always have a real sense of purpose and direction. Your focus is maintained and you get a high sense of adventure and expectation.

Once all of the problems are resolved in Mota, you journey to Dezo for another entire planet to explore. The visual effects on Dezo are pretty striking as the game lays a heavy mist over the entire landscape, giving an eerie feeling. The Esper Mansion in Alpatin is especially important, though very well hidden from casual wanderers.

The finale of the game takes place at a secret location in space called Noah. A superbly animated sequence awaits your victory. £10 says you don't make it before sunset.

LETHAL WEAPONS TOO

Phantasy Star II is a weapon lover's delight. Besides huge lists of possible things to buy or spells to acquire, an added twist is that only certain characters can use or cast specific items. So you must make frequent decisions about the team's make-up depending on the weapons and magic spells needed to overcome various roadblocks.

It may also come as a bit of a shock to you, towards the end of the game, to find a shop selling a deluxe vulcan cannon gun that shoots mega-damage for the princely sum of 12,600 units. Amazingly enough, that is exactly what is needed to blow yourself through a particular enemy stronghold. The only problem is that the "hunter", who uses the cannon, is probably back at your house because you long ago replaced him with a more talented party member. So be careful with your character management!

MEGA DRIVE

GRAPHICS 92%
✓ Large combat sprites.
✓ Wonderful screens and backdrops.

SOUND 91%
✓ Great in-game effects.
✓ Unobtrusive background music.

PLAYABILITY 89%
✗ Documentation too revealing.
✓ A challenging quest packed with gameplay.

SEGA
£39.99 ● OUT NOW
90%

CRIME WAVE

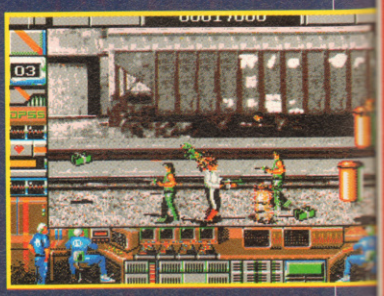
Nick gets so scared that the lad starts to excrete his ammunition every time he jumps. Poor lad needs to see a doctor about that complaint.

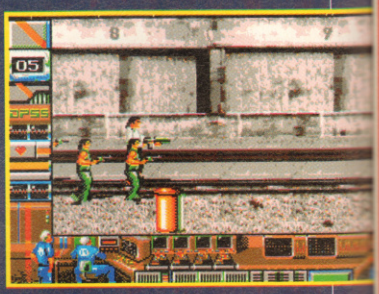
Julian Boardman, the man who can barely manage a Mexican Wave, is sent to investigate a dastardly plot afoot in 1995

The King Pin has gone and kidnapped the US President's lovely daughter to put the cherry on the top. He dominates the criminal world of the eastern seaboard and fancied doing something really wicked to stop himself getting bored. Personally, I would have kicked away some old woman's walking stick and nicked her purse for a bit of fun but he obviously thinks bigger than I do.

Our hero, Nick, decides to take on the case and attempts to track down the girl on the violent streets of northwest America. But his every move is being watched on the King Pin's "Look, no camera but I can still see everything" surveillance system and he is sending a remarkably large amount of his henchmen out to stop you.

The more perceptive amongst you will recognize a shoot-'em-up scenario when you see one, and in this case this Nick bloke is very well armed and also abnormally strong. He carries 500 rockets and 500 rounds of ammunition around his puny body, and he needs it to fight off the less than amorous attentions of every despicable character on the streets. Unfortunately, though, and despite the excellent introduction sequence, *Crime Wave* offers nothing overly exciting to take it above the average fare available. It plays too slow but it's hard work to stay alive, although ultimately it becomes very repetitive.





The whole of the game is viewed through King Pin's radar. He very kindly provides a rundown of your ammo and health as well as what money and gold you pick up.

CRIME PREVENTION

★ Crouching is the most effective way to manoeuvre and survive.

If you have trouble staying alive, shoot barrels, crates, etc with your rocket launcher or multiple times with your machine gun to uncover objects underneath. This is how you get extra lives, energy, ammo and more.

★ Look for weapons with extended capabilities in the higher levels. These will increase your offensive talents.

★ Be cautious of enemies shooting from windows and from the top of subway cars. These can be destroyed by moving as close to the wall as possible, then jumping and shooting. These same tactics can destroy wall-mounted cannons found in the factories and bonus rooms.

AMIGA — ACCESS/US GOLD £24.99 ● OUT NOW

ATARI ST

GRAPHICS **84%**
✓ Very impressive intro sequence.
✓ Detailed death sequences.

SOUND **77%**
✗ Poor effects for the ST.
✓ Up-beat tune.

PLAYABILITY **66%**
✗ Slow and repetitive.
✓ Tough staying alive.

ACCESS/US GOLD £24.99 ● OUT NOW **69%**

SENSATIONAL EASTER BARGAINS

NEC PC ENGINE

NEC PC Engine with free game & 12 months warranty.
Choose from either PAL or SCART versions.

Only £129.99

ASCII Joystick	24.99	New Zealand Story	29.99
Battle Set (Joypad + 5 Player Adaptor)	29.99	Nectaris	32.99
Five Player Adaptor	14.99	Necromancer	29.99
YS (CD Rom)	29.99	Overhauled Man	12.99
Pro Basketball	29.99	Pacland	29.99
Bloody Wolf	29.99	Poor Story	12.99
Bull Fight	29.99	R-Type 1	32.99
Cybercross	19.99	Rock On	24.99
Deep Blue	12.99	Space Harrier	12.99
Drunken Master	12.99	Shada	12.99
Dragon Fighter	12.99	PC Kid (Bonk)	32.99
Victory Run	32.99	Neutopia	32.99
Wataru	24.99	Shinobi	32.99
War of the Dead	12.99	Shanghai	12.99
Dungeon Explorer	32.99	World Series Baseball	12.99
Knight Rider	32.99	Sweet Meeting	12.99
Legendary Axe	32.99	Tales of a Monsterpath	12.99
Golf Boy	19.99	Power League Baseball II	24.99
F1 Pilot	12.99	Honey Sky	19.99
Energy Man	12.99	Galaca '88	32.99
F1 Triple Battle	29.99	Volfield	29.99
Fantasy Zone	19.99	Vigilante	24.99
Space Adventure (CD Rom)	12.99	Wonderboy II (CD Rom)	12.99
Heavy Unit	29.99	P47	24.99
Mr Heli	19.99	Tiger Road	24.99
Japan Warrior	12.99	Atomic Robo Kid	24.99
Motoroader	19.99	Blodia	24.99
Side Arms	32.99		

ATARI LYNX

Fully portable colour game system. Supplied with free California Games cartridge and AC adaptor.

Only £124.99

Blue Lightning	26.99	Slime World	26.99
Chips Challenge	26.99	Xenophobe	26.99
Electrocop	26.99	Rampage	26.99
Gates of Zendocon	26.99	Robo Squash	26.99
Gauntlet 3rd Encounter	31.99	Rygor	26.99
Klax	26.99	Shanghai	26.99
Ms PacMan	26.99	Paperboy	26.99
Road Blasters	26.99	Zarlor Mercenary	26.99

ATARI ST

All the following STs come with a free Tenstar Games Pack including the following ten games:-
Asterix, Chess Player 2150, Drivin' Force, Live & Let Die, Onslaught, Pipe Mania, Rick Dangerous, Rock 'n Roll, Skweek, Trivial Pursuit (Total RRP £219.78)

520STFM Discovery Pack £299.99
520 ST-E Turbo Pack.....£399.99
520 ST-E Extra Pack £499.99

Prices include VAT and Postage and Packing (except Neo Geo – Carriage £10 extra). Please make cheques/postal orders payable to The Words Works Ltd and send to (no stamp required):

Mail Order, The Words Works Ltd,
FREEPOST (SN 1543), TROWBRIDGE, Wiltshire BA14 8YA
Tel: 0225 765086 Fax: 0225 777869

NEO•GEO GOLD SYSTEM

American version of the ultimate home arcade system.

This astounding package comprises:

- One phenomenal 330 meg Neo•Geo console
- Two 8-way/4-button joypad controllers
- One astounding free game (either Nam-1975, Baseball Stars Professional, Magician Lord) ①
- Scart adaptor for connecting to RGB monitor (not suitable for standard RF TV connection)

Only £399.99 ②

① *Sorry you cannot choose the free game*
② *Price does not include transformer/power supply (£25 extra) or carriage (£10 extra)*

SEGA MASTER SYSTEM

Sega Mega System with 2 control pads and free game.

Only £77.99

SEGA MASTER SYSTEM PLUS

Sega Mega System with Light phaser, 2 control pads and two free games.

Only £97.99

Afterburner	26.95	Kung Fu Kid	22.95
Alex Kidd in High Tech World	22.95	Miracle Warrior	29.95
American Pro Football	22.95	Operation Wolf	26.99
California Games	24.95	Psycho Fox	22.95
Chase HQ	26.95	R-Type	26.95
Double Dragon	22.95	Rocky	22.95
Galaxy Force	24.95	Vigilante	22.95
Ghostbusters	24.95	Wonderboy	23.95

Many more titles available. Please ring or write for full list

NINTENDO GAME BOY

Supplied with free adaptor, earphones + Tetris.

Only £65.99

Super Marioland	18.99	Solar Striker	18.99
Tennis	18.99	Alleyway	18.99
Qix	18.99	Golf	18.99

More titles due for release soon. Please ring for details.

Post form to: Mail Order, The Words Works Ltd, FREEPOST (SN 1543), TROWBRIDGE, Wiltshire BA14 8YA

I would like to order _____

and enclose a cheque/PO for _____

Name _____

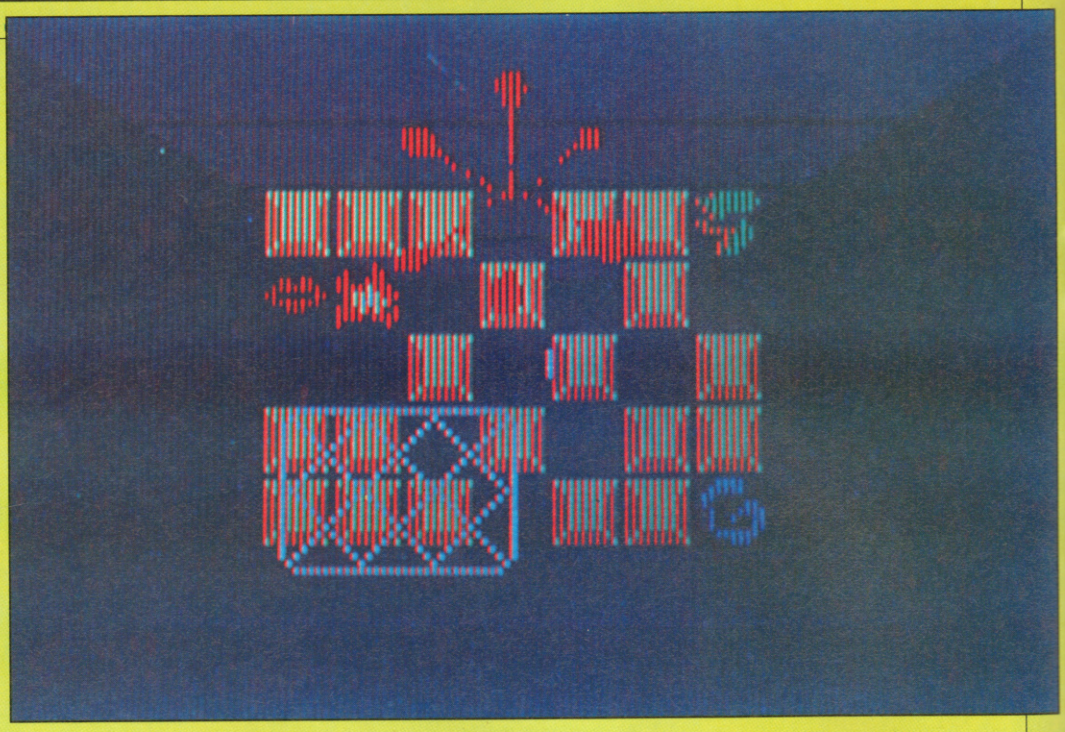
Address _____

_____

_____

Postcode _____ Tel. No _____

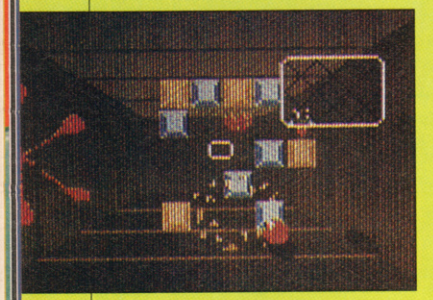
NO STAMP REQUIRED



Disaster strikes as Magic Boardman gets splattered for missing the ball. What a klutz!

ROBO-SQUASH

When it comes to squash, Julian Boardman is well equipped, but using robots would take all the fun out of it, surely?



The white oblong in the foreground is your bat, the blue and yellow blocks are just that, and the smaller white oblong at the far end is your opponent's bat.

Do you all remember *Break-Out*? No?, well read on anyway. It's the 31st century and the President of the globe has died in suspicious circumstances leaving the ruling World party in turmoil. If the International party gain power they will divide the world into separate nations once again and pave the way for the senseless conflict last experienced in the 21st century.

As war has been abandoned as a form of settling disputes, the only way to prevent the destructive ideals of the International party triumphing is to defeat their champion at Robo-Squash and regain the peaceful control of the planet for the World party. It could all end in disaster...

Atari have been jolly clever and taken the *Break-Out* idea of using a ball and bat to destroy blocks and turned it into an addictive two-player ball game in a 3-D tunnel. The idea is to make your opponent miss the ball and splat the screen from which he views the action three times. The player who wins 11 matches wins the game.

Each player, or the computer, controls a bat that can move in two dimensions across the screen. The ball bounces off all four walls in the tunnel in the same way because the game is played in Zero-G.

The wall of blocks in the centre of the tunnel varies in design but always contains special blocks that will increase your chances of winning. Things will either be made easier for you or more difficult for your opponent. Obviously, guiding your ball through the blocks means that the opponent has less time to see it coming towards him and therefore less time to react, giving more room for error.

Should you miss, then the ball splats across your screen obscuring part of your view. One miss and things get difficult, two misses and it is nigh on impossible to see what is going on, while three misses means we're talking game over.

Four levels of difficulty, from Klutz to Insane, ensure that there is plenty of longevity in this simple game. Should a friend purchase one as well then there are hours of fun to be had trying to gain the upper hand. The excellent graphics combine with the gameplay to produce a damn fine piece of software. Damn fine, indeed!

THOSE SPECIAL BLOCKS IN FULL

SHOOTER (Dragon): Shoots fireballs at the bricks and special items. Using a fireball results in fewer points, but creates an explosion. The explosions are difficult to see through and can be used effectively as smoke screens to hinder your opponent's timing and reactions.

HOLDER (Mouth): Using a Holder allows you to catch the ball with your paddle enabling you to aim your shot.

EXPANDER (Spiral disk): The Expander enlarges your paddle to make the ball easier to hit.

SPOTTER (All Seeing Eye): The Spotter briefly displays a circle to show the player where the ball will end up. This is of tremendous advantage if you are unfamiliar with the ball's movement.

ATARI LYNX

GRAPHICS **83%**
✓ Clear and precise.
✓ Outrageous symbols for special blocks.

SOUND **78%**
✗ No tune or theme.
✓ Each event has its own juicy effect

PLAYABILITY **80%**
✓ Addictive and engrossing gameplay.
✓ Intense two-player action.

ATARI
£29.99 ● OUT NOW

82%

Q: What do you get if you cross a metal policeman with an orange? A: Robo-Squash!

PC Engine SUPPLIES

(MAIL ORDER)
PC Engine Supplies
223B Waterloo Road
Cobridge S-O-T
Staffs ST6 2HS
(Registered Office)

(SHOP & MAIL ORDER)
Console Concepts
The Vilage
Newcastle-U-Lyme
Staffs ST5 1QB

Telephone 0782 712759 (9.00 am TO 6.30 pm) **0782 213993 (6.00 pm to 7.30 pm) (Orders only)**

All enquiries daytime number only. Trade enquiries welcome.
Access and Visa now accepted VAT No. 536 8202 45. Fax No. 0782 208429

NINTENDO GAMEBOY

NINTENDO GAMEBOY JAPANESE CARTRIDGES ALL £20 & P+P

NINJA TURTLES
BATMAN
DOUBLE DRAGON
CHASE HQ
GREMLINS II
HEAD ON
KARATE BOY
BOULDERDASH
1 MAN AND HIS BLOB
PACMAN
DUCK TALES
CONTRA II
F 1 SPIRIT
FINAL REVERSE
NEMESIS
ALLEYWAY
PINBALL PARTY
SPACE INVADERS
PENGUIN WARS
PENGUIN LAND
R TYPE
TETRIS
NAVY BLUE 90
BLODIA
COSMIC TANK
PIPE DREAM
PC FROG
LUNAR LANDER
AFTERBURST

ALL USA CARTS BELOW £25.00 & P+P

NINJA TURTLES
BATMAN
DOUBLE DRAGON
FINAL FANTASY
ROBO COP
CHASE HQ
GHOSTBUSTERS II
POWER CHASE
PAPERBOY
SKATE OR DIE
R TYPE
KUNG FU MASTER
DRAGONS LAIR

Nintendo SUPER FAMICOM JAPANESE CARTS

ALL BELOW £39.00 & P+P

SUPER MARIOWORLD
F-ZERO
FINAL FIGHT
GRADIUS III
PILOT WINGS
POPULOUR
SUPER DEFORMER
BOMBOOZAL
ACTRAISER (UK INSTRUCTIONS)

CALL FOR BEST PRICE FOR TITLES BELOW:-

SIM CITY
GHOULS AND GHOSTS
POWERMONGER
HOLE IN 1 GOLF
KICK OFF II
BIG RUN
R TYPE II
ULTRA MAN
SUPER DARIUS

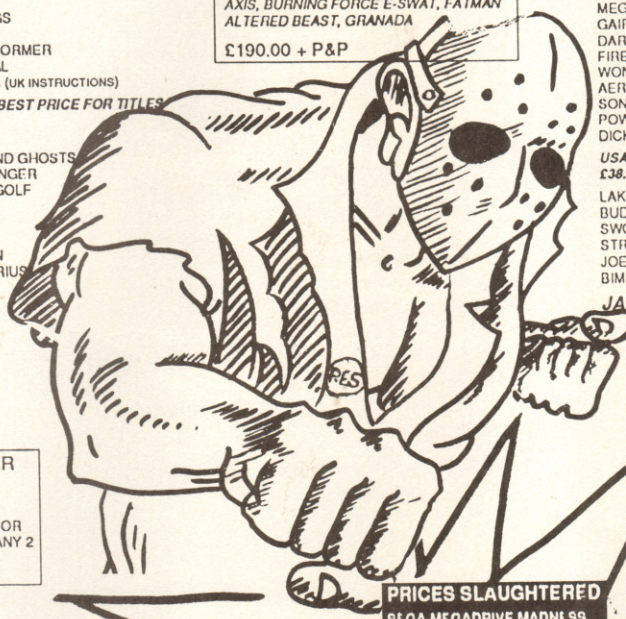
NINTENDO SUPER FAMICOM
INCS:-
SUPER. FAMICOM (TV OR SCART), 2 JOYPADS, ANY 2 GAMES FREE!
£290.00 & £6 P+P

SEGA MEGADRIVE PACK 1

INCS:- MEGADRIVE (TV OR SCART), JOYPAD & ANY GAME UPTO £30
+ FREE JOYSTICK
£175.00 + P+P

SEGA MEGADRIVE PACK 2

INCS:-MEGADRIVE (TV OR SCART), JOYPAD & ANY 3 GAMES FROM BELOW:
AXIS, BURNING FORCE E-SWAT, FATMAN ALTERED BEAST, GRANADA
£190.00 + P&P



SEGA MEGA DRIVE

JAPANESE CARTS, ALL BELOW £30.00 & P+P

HELLFIRE
MOONWALKER
SPACE INVADERS
XDR
RASTAN SAGA II
DYNAMITE DUKE
MEGAPANEL
GAIRES
DARIUS III
FIRE SHARK
WONDERBOY III
AERO BLASTER
SONIC HEDGEHOG
POWER BALL
DICK TRACY
INSECTOR X
DARWIN 4081
BASKETBALL
COLUMNS
GHOSTBUSTERS
JUNCTION
VOLFIED
HEAVY UNIT
MICKEY MOUSE
MAGICAL HAT
KAGEKI
VOLLEYBALL
WRESTLE WARS
AMBITIONS OF CAESAR
KYUKYOKU TIGER

USA/UK CARTS BELOW £38.00 & P+P

LAKER V CELTICS
BUDOKAN
SWORD OF SODAN
STRIDER
JOE MONTANA
BIMINI RUN
A PALMER GOLF
POPULOUS
MANACO GP
JOHN MADDON
SONIC HEDGEHOG

JAPANESE CART CONVERTOR £14.00

PRICES SLAUGHTERED

SEGA MEGADRIVE MADNESS

ANY GAME FROM THIS LIST
£25.00 OR 5 FOR £100 & P+P FREE
(Please list alternative choices)

AXIS
DANGEROUS SEED
ALTERED BEAST
E SWAT
HARD DRIVIN
GRANADA X
SHADOW DANCER
GOLDEN AXE
ARROWFLASH
DJ BOY
ATOMIC ROBOKID
FATMAN
ELEMENTAL MASTER
RING SIDE ANGEL
ZANY GOLF
MUSHA ALESTE

ACCESSORIES

MEGADRIVE

CARRYCASE	£30
INFRARED STICK	£35
PRO 1 STICK	£30
UK/JAP CONVERTOR	£14
8 BIT CONVERTOR	£30
JOYPAD	£15
JAP MAG	£7
ARCADE POWERSTICK	£40

GAMEBOY

CARRY CASE	£15
CONSOLE DELUXE	£69
CASE BOY	£20
LIGHT BOY	£20
GAMELIGHT	£14
STEREO ADAPTOR	Call
BATTERY PACK	Call

PC ENGINE

JAPANESE CARTS All £30 & P+P

OUTRUN
TAITO WRESTLING
OVERRIDE
MARCHEN MAZE
TOY SHOP BOYS
VIOLENT SOLDIER
HURRICANE (1943)
BURNING ANGELS
SAINT DRAGON
DEVIL CRUSH
THUNDERBLADE
DARIUS PLUS
KLAX
PC KID
W-WING
DIE HARD
AFTERBURNER II
LEG AXE II
AERO BLASTER
POPULOUS
MOTOROADER II
IMAGE FIGHT
RABID LEPUS
AFTERBURNERII
DON DOKO DON
FINAL BLASTER
GOMOLA SPEED
OP WOLF
POWERDRIFT
FOOLISH MAN
VIOLENT SOLDIER
CADASH
YS BOOK 1 + 2 (CD) £39
SCI (CHASE HQII)
JACKIE CHAN
IT CAME FROM THE DESERT (CD)
HELLFIRE (CD)
RAINBOW ISLAND (CD)
£39
1943
BUBBLE BOBBLE II (PARASOL STARS)

PC ENGINE GT HANDHELD & FREE GAME
£260

BEWARE OF IMITATORS
We are one of the largest importers of Japanese consoles/games in the UK. We will still be here when others disappear.

Same day despatch on all VISA/ACCESS/POSTAL ORDERS subject to availability (call 0782 712759). All our consoles carry 12 months guarantee. Please add £5.00 P+P for consoles £1.00 P+P for each game title rapid despatch 24hr parcel force + Royal Mail

WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION SEGA/NINTENDO/NEC FAMICOM ARE TRADEMARKS OF THEIR RESPECTIVE OWNERS

VOUCHER/ORDER FORM

PLEASE TICK HERE TO BE PUT ON MAILING LIST ☐

NAME _____
ADDRESS _____
_____
I enclose cheque/PO for £ _____
or charge Access/Visa No:

Expiry Date __/__/__ Signature _____

PLEASE RETURN TO: PC ENGINE SUPPLIES, 223B WATERLOO ROAD, COBRIDGE, STOKE-ON-TRENT, STAFFS ST6 2HS.

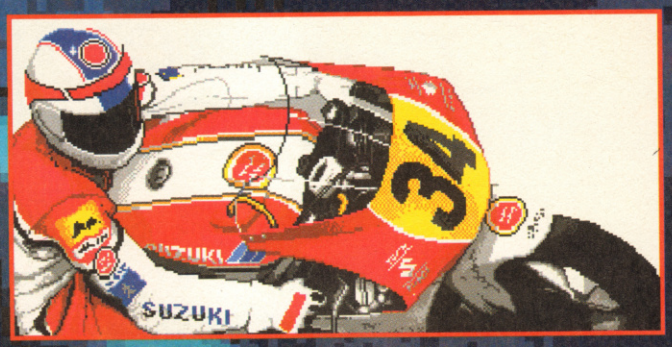
★ ★ ★ ***YOU'VE TRIED THE REST!! NOW TRY THE BEST*** ★ ★ ★

TEAM SUZUKI

After battling the elements in a Toyota Celica and gaining his licence in a Lotus Esprit, Julian Boardman squeezed into leathers and balanced himself on two wheels (quite a feat for Jools!) for Gremlin's most recent racer

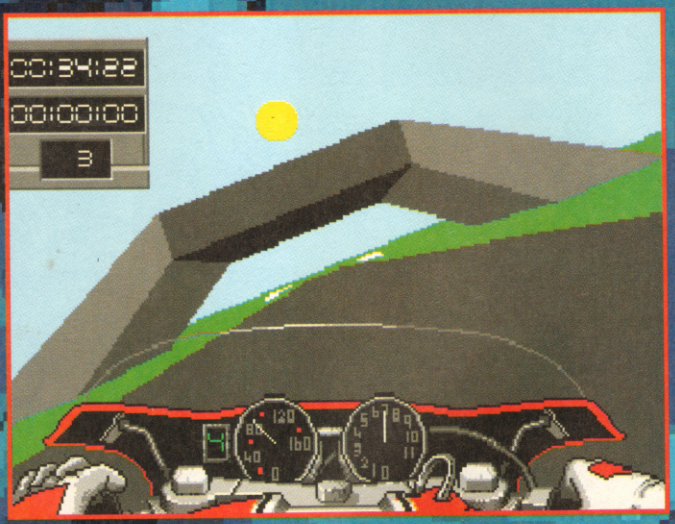
The final instalment has arrived. Gremlin's Grand Prix bike simulation, following hot on the heels of their rally simulation, has at last emerged from the urban jungle that is Sheffield to take its place along side *Lotus* and *Celica GT* and complete their blockbusting line-up for winter/spring.

Unlike many other motorcycle-based racing games, *Suzuki* is immediately recognizable as more of a simulation than a straight forward race to the finish. Working in close contact with the actual Suzuki works team to produce the program, Gremlin have mirrored the performance and the behaviour of three of the Suzuki bikes: the 125cc, the 250cc and the 500cc.



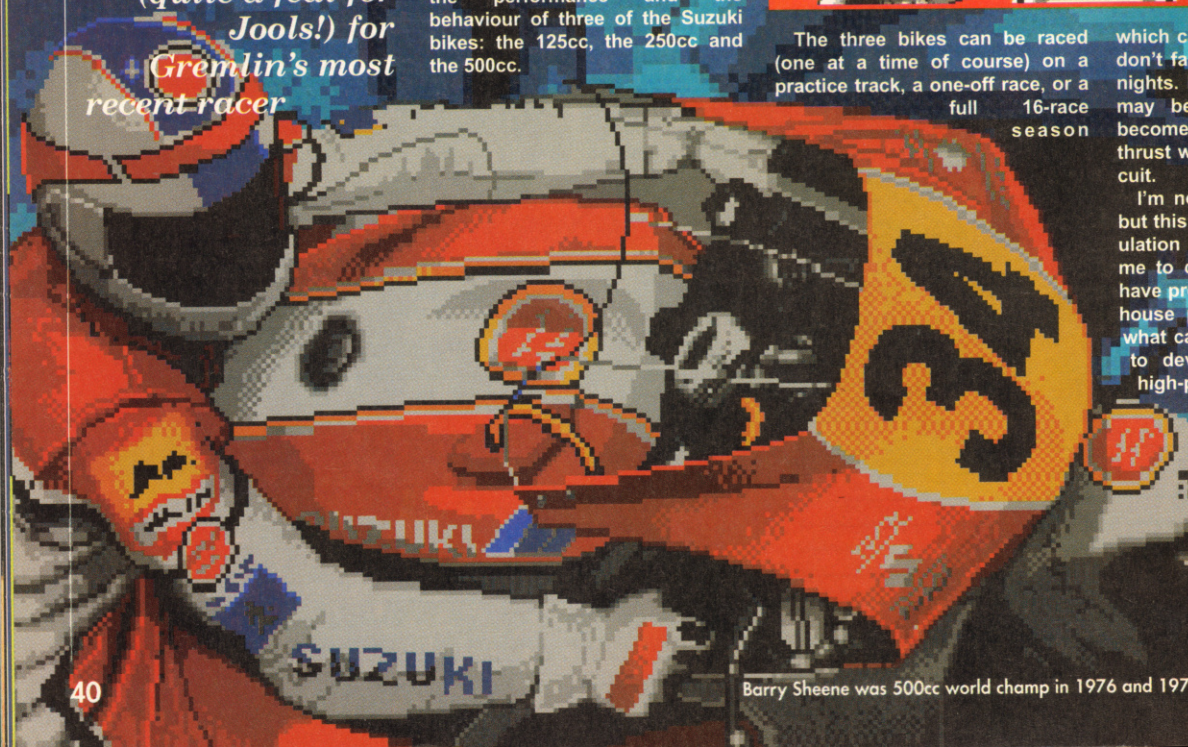
This fetching view from the behind shows the representation of the rider with his leg hanging out on a corner just like 'em real blokes on the TV. Those lads at Gremlin just think of everything, don't they!

A suitably impressive shot shows the versatility of the free-roaming "camera" which can follow the bike in races or be moved around entirely at will during practice – even right under the bike

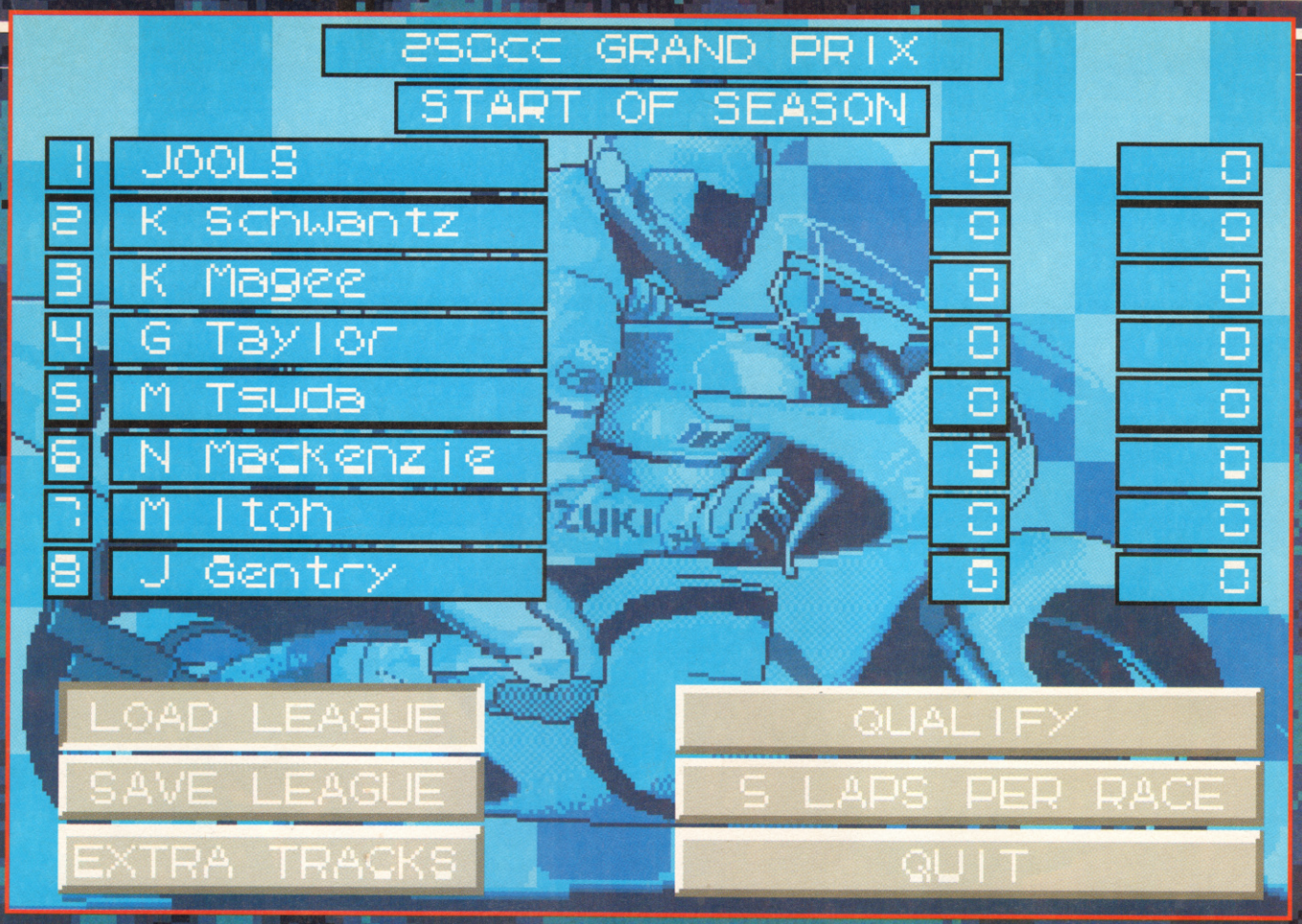


The three bikes can be raced (one at a time of course) on a practice track, a one-off race, or a full 16-race season which can be saved to disk if you don't fancy a couple of sleepless nights. However, sleepless nights may be unavoidable once you become embroiled in the cut 'n' thrust world of the Grand Prix circuit.

I'm not really a motorbike man but this vector graphic based simulation could possibly persuade me to change my mind. Gremlin have produced another strong, in-house product and have shown what can be done if time is taken to develop product and avoid high-profile, low-quality licences.



Barry Sheene was 500cc world champ in 1976 and 1977!



This is the state of the season table before the first race. How long is old Jools going to stay at the top – not very long I can assure you.

The first option screen you meet gives a choice of control mode, engine capacity and type of race. You are offered two mouse control modes and most will find the normal mode the easiest to use, but some may take to the unusual alternative mode. Both of these are a lot easier than joystick. The two larger bikes have manual transmission only, with the smallest bike having just automatic. The races in both the full season and the one-off can be any multiple of five laps between five and 50 long.

ATARI ST

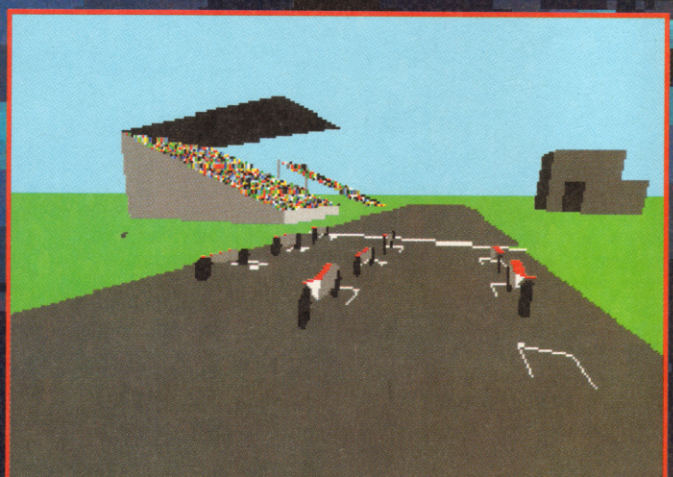
GRAPHICS **88%**
✓ Clear, flicker-free vector graphics.
✓ Less scenery means more speed.

SOUND **74%**
✗ Novelty of buzzing engine soon fades.
✓ Impressive title track by MC Slack!

PLAYABILITY **87%**
✓ Very simple controls.
✓ But not so simple *to* control.

GREMLIN GRAPHICS £24.99 ● OUT NOW **86%**

"The riders line up on the starting grid revving their engines in anticipation." (Not quite Murray Walker, but what do you expect for £1.95?)



AMIGA

GRAPHICS **87%**
✗ Colour sacrificed for speed.
✓ Smoothest vector graphics ever!

SOUND **75%**
✗ Unimpressive engine noises.
✓ Good use of samples on intro tune.

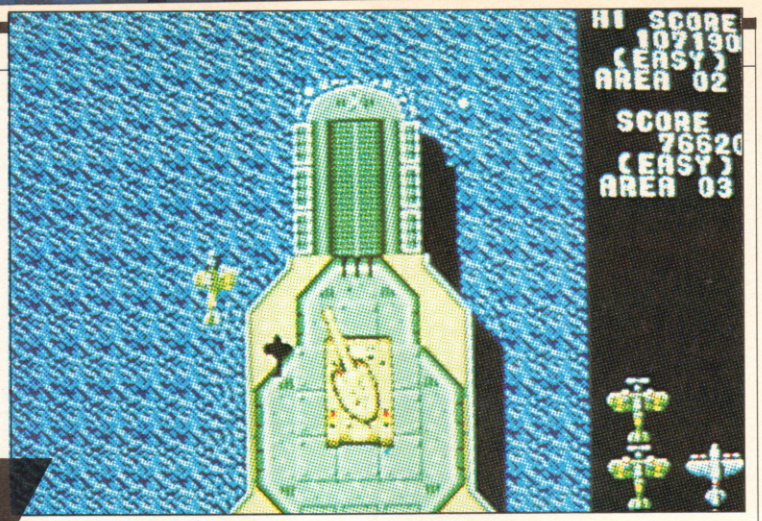
PLAYABILITY **87%**
✓ Dangerously grows on you.
✓ Seasons and saving ensure lastability.

GREMLIN GRAPHICS £24.99 ● OUT NOW **86%**

RAZE

© The Walt Disney Company

TWIN HAWK



Flying over the sea you take on the navy forces in area two. This ship background runs for several screen lengths and is heavily armed with guns and, strangely, tanks!.

Where would the world be without that ubiquitous hero, Les "Welly" Ellis? (Answers on a postcard to...)

Galango and Boginda have always teetered on the edge of war. Ever since the government of Boginda raised questions about the validity of Galango's border territories, there has been nothing but trouble. For a long time now, Boginda has been building up its military reserves in preparation for an invasion of poor Galango.

Being quite a peaceful nation, though, Galango needed a pretty good excuse to declare war on Boginda and its evil president, Jobani. The declaration of war came when one day a stray shell from Boginda landed on Galango territory killing over a thousand innocent people. Open war was declared.

The war was quick, but bloody. Many thousands of lives were sacrificed, but it was all in aid of peace. Near the battle's end, with the Boginda government on the verge of surrender, the evil president's plane was shot down. After examining the wreckage, the Galango forces could find no trace of the president's body so it was presumed he had survived.

Nothing was heard of the ex-president until five years later when he was sited of a remote island, rallying his forces for a triumphant return to world politics. On hearing news of his plans, the Galango government have dispatched you in your Twin Hawk plane to stop him in his tracks.

KNOW YOUR FOE

1. The L-Box – Simple to destroy and poses no real threat.
2. The Duke X – Destroy quickly as it fires many shots at once.
3. The Papaduke – Total wipeout if this guy gets near you.
4. The Killerjoe – Suitably titled. Will need lots of blasting and careful manoeuvring to kill it.
5. The Griffith – Flagship of the navy and subsequently well armed. All the individual gun turrets will be looking out for you.
6. The Bullet – Fast travelling ship, easy to destroy but fires many shots.
7. Fred and Ginger – Always prancing around together but beware, these are no pushover.
8. Mad Octopus – Destroy as soon as it appears. The gun will spin to follow you, spewing out homing bullets.
9. The Mouse – Easy tank to destroy, will take two hits.
10. The Cannonball – Easy to destroy and doesn't pose much of a threat.
11. The Dragonfly – Heavy rolling armour, many hits will be needed to waste this bug.

MEGA DRIVE

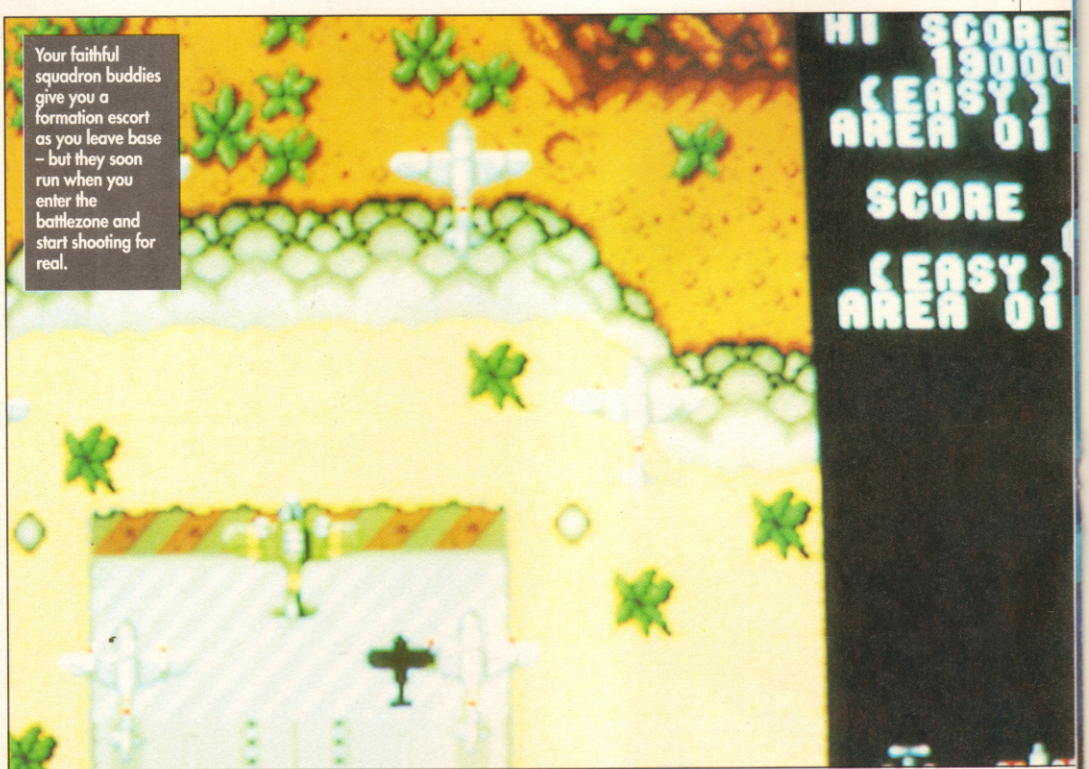
GRAPHICS **86%**
✗ Blocky and undetailed backdrops.
✓ Large sprites make the action hot.

SOUND **72%**
✗ Annoying tune that plays throughout.
✓ LArge variety of Mega Drive noises.

PLAYABILITY **88%**
✓ Fast and furious.
✓ Enough variety for a long challenge.

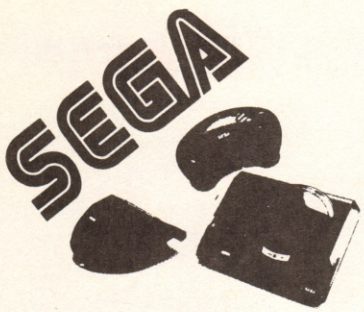
SEGA
£34.99 ● OUT NOW

87%



Your faithful squadron buddies give you a formation escort as you leave base – but they soon run when you enter the battlezone and start shooting for real.

ENTER THE WORLD OF CONSOLES
AT



UNIVERSAL CONSOLES

TRADE ENQUIRIES WELCOME

101 COLLEGE AVENUE, GILLINGHAM, KENT ME7 5HX
TELEPHONE: 0634 577306

OPEN 7 DAYS 9-7

SEGA MEGADRIVE

Sega Megadrive - Scart with one game FREE!!	£140.00
Sega Megadrive - Pal with one game FREE!!	£140.00
Megadrive + Games	£150.00
Japaneese/English Converter	£19.95
Sega Joystick Pad	£14.95
Power Arcade Stick	£34.95
Megadrive Magazine (Jap)	£6.00

SEGA MEGADRIVE GAMES

STRIDER	£34.95
FATMAN	£31.95
AXIS	£31.95
BURNING FORCE	£31.95
HELL FIRE	£31.95
ARROW FLASH	£31.95
SHADOW DANCER	£31.95
ESWAT CYBER POLICE	£34.95
CYBERBALL	£31.95
D J BOY	£31.95
MICKEY MOUSE	£31.95
DYNAMITE DUKE	£31.95
GOLDEN AXE	£31.95
RAINBOW ISLAND	£34.95
INSPECTOR X	£31.95
J. MADDENS FOOTBALL	£34.95
CELTIC V LAKERS	£34.95
NEW ZEALAND STORY	£34.95
WORLD CUP SOCCER	£34.95
MOONWALKER	£31.95
GAIN GROUND	£32.95
WONDERBOY 3	£32.95
CRACKDOWN	£31.95
RINGSIDE ANGEL	£31.95
ALSTE	£30.95
DANGEROUS SEED	£31.95
ELEMENTAL MASTER	£32.95
HARD DRIVING	£32.95
SUPER MONACO GP	CALL
MIDNIGHT RESISTANCE	CALL

PLEASE RING FOR MORE TITLES

NEO GEO

NEO GEO - PAL	£369.99
NEO GEO - SCART	£359.99
NEO GEO PAL + GAME	£520.00
NEO GEO SCART + GAME	£520.00

NEO GEO GAMES

MAGICAN LORD	£179.95
BASEBALL STARS	£179.95
NAM 1975	£179.95
GOLF	£179.95
CYBERLIP	£179.95
NINJA COMBAT	£179.95
RIDING HERO	£179.95
SUPER SPY	£179.95

GAME BOY

GAMEBOY MACHINE	£69.95

GAME BOY GAMES

BATMAN	£24.95
MONSTER TRUCK	£24.95
W.W.F	£24.95
DOUBLE DRAGON	£24.95
GHOSTBUSTERS 2	£24.95
RADAR MISSION	£24.95
FINAL FANTASY LEGEND	£24.95
SPIDERMAN	£24.95
SKATE OR DIE	£24.95
BUBBLE BOBBLE 2	£24.95
ROAD STAR	£24.95
DRAGON SLAYER	£24.95
DUCK TALES	£24.95
CHASE HQ	£24.95
WIZARD AND WARRIORS	£24.95

PLEASE RING FOR MORE TITLES

NINTENDO SUPER FAMICOM

FAMICOM - SCART with 2 games FREE!!	£295.95
FAMICOM - PAL	NOT IN STOCK

FAMICOM GAMES

FINAL FIGHT	£45.00
F1 - ZERO	£45.00
POPULOUS	£45.00
PILOT WINGS	£45.00
SUPER MARIO BROTHERS	£45.00
ORDIUS III	£45.00
BOMBUZAL	£45.00

PLEASE RING FOR MORE TITLES

PC ENGINE

PC ENGINE - SCART	£159.95
PC ENGINE - PAL	£159.95
PC ENGINE - HAND HELD	£260.00

PC ENGINE GAMES

DIE HARD	£33.00
OPERATION WOLF	£33.00
AFTERBURNER	£33.00
F1 CIRCUS	£33.00
FINAL BLASTER	£33.00
SUPER STAR SOLDIER	£33.00
VIOLENT SOLDIER	£33.00

PLEASE RING FOR MORE TITLES

ORDER FORM

Please add £1 for postage per game
Please add £5 for postage per machine
Please make Cheques or Postal Order made payable to
UNIVERSAL CONSOLES

TO: **UNIVERSAL CONSOLES**
101 College Avenue, Gillingham, Kent, ME7 5HX

From:

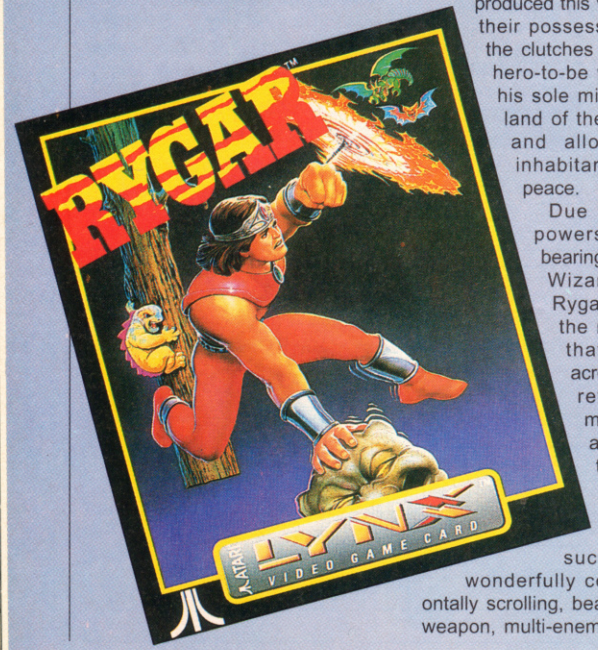
MACHINE/GAME	
TOTAL	

RYGAR

Doing his bit for world peace, Julian Boardman tries to get inside a Lynx game – and Les Ellis clears up the mess afterwards

Some foolish wizard has banished all the evil minions to the underworld. Fair enough, you might think, but he was foolish because he forgot to tell anyone how to keep them there after he died. On his death-bed a few hundred years later, he prophesied that a hero would return to save the land. The hero would be recognized by a strange birthmark – the Mark of the Wizard.

Ten thousand years and many generations of in-breeding later, the banished peoples of the land produced this very hero to free their possessed home from the clutches of the evil. The hero-to-be was Rygar and his sole mission to rid his land of the evil creatures and allow the exiled inhabitants to return in peace.



Due to the special powers of anyone bearing the Mark of the Wizard, the lad, Rygar, can open all the magical chests that are littered across the land and retrieve the magical weapons and bonus items that are locked within.

The young Rygar gets sucked into a wonderfully colourful, horizontally scrolling, beat-'em-up, multi-weapon, multi-enemy extravaganza that carries about as much originality as a loaf of bread.

Rygar begins with three "incarnations" and has 100 seconds to battle his way through each of the 23 lands he has to clear of the evil denizens of, er, something even more evil. Each time Rygar clears a land, he enters a temple where he is blessed by the exiled Gods who give him more points for being a good boy.

Ultimately, it is all fairly harmless nonsense that hardly breaks new ground but does what it sets out to do very professionally. To an experienced gamester it may not be enough of a challenge, but I'm sure there are many younger Lynx owners who will find this a very good introduction to the world of beat-'em-ups.

THE FAMILY CHEST

Bonuses from the chests scattered across the lands.

Blue Shield – Bonus points.

Star – Rank points.

Red Orb – Bonus points.

Destroyer – Destroys everything on screen.

Diamond – Bonus points.

Question mark – Bonus points.

Time – Adds 20 seconds of time.

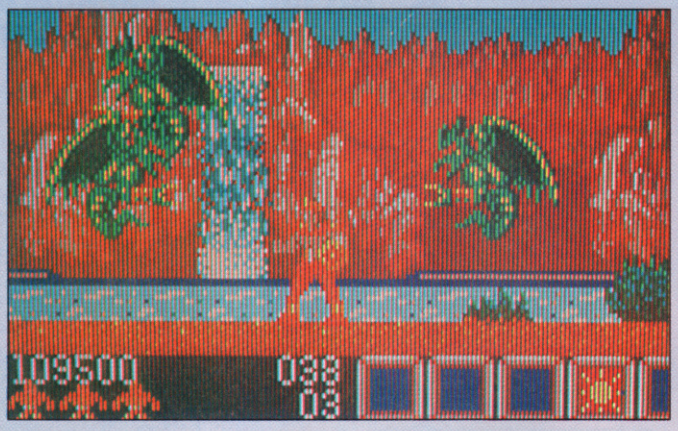
THAT'S MAGIC!

Double points – Doubles all points scored while the enhancement stays active.

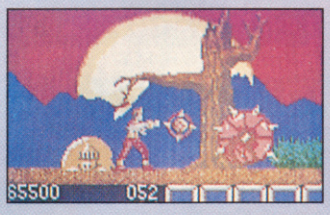
Star Weapon – Allows Rygar to shoot in the air.

Sun Weapon – A bigger weapon with longer range for quicker, more accurate shooting. Two of these can be used at once.

Tiger Power – Gives Rygar the power to destroy evil beings by jumping on them.



While Rygar gets hassled by several green dragons, it gives us a chance to look over the screen layout. The left of the status bar shows points and a graphical representation of lives. The numbers to the right of that show the time remaining (at the top) and the number of lives (at the bottom). The five boxes will display which magical powers Rygar has in his possession (see box).



ATARI LYNX

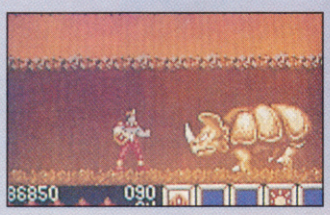
GRAPHICS **81%**
✓ Some superb backgrounds.
✓ Wide variety gruesome monsters.

SOUND **79%**
✗ Unimaginative tune.
✓ High quality spot effects.

PLAYABILITY **84%**
✗ Lacks a certain amount of challenge.
✓ Enough depth for most gamesters.

ATARI
£29.99 ● OUT NOW
81%

Here the man with the Mark of the Wizard takes on a ridiculously well-armoured rhino.



George the gorilla picks off a passing helicopter like it was nothing more than an irritating fly. But how many flies do you know that carry 30mm ammunition.

RAMPAGE

Finding someone sympathetic to the plight of huge human-eating animals was not easy. But then Julian Boardman isn't one to refuse a meal – whatever it consists of

Some dumb cluck in the works cafeteria has managed to place the entire city under threat by mixing chemicals with spinach. Four employees at a chemical firm ate contaminated spinach and far from making "ug, ug, ug, ug, ug!" sounds, they turned into animals. Larry the cashier turned into a rat, Ralph the janitor turned into a wolf, Lizzie the marketing manager turned into a fire breathing lizard. But worst of all, George (the boss) turned into a gorilla.

Sadly, their plight didn't end there.

The four ex-employees started to grow and grow. Obviously not impressed by this situation, the humans-turned-animals all got a tad annoyed and smashed out of the factory and onto the city streets.

This is where the rampage starts – the enormous over-developed animals smashed houses, devoured everything in their path, fought off entire armies with their little fingers and so on. Typical Chewit advert stuff.

All is not lost – a lab technician has an antidote, and it's up to you, as one of the animals, to carve your way through the city to find this man.

Bashing seven shades of whatever out of the buildings is the main order of the day. You've got to jump clear of the super structures before they tumble. Extra points can be gained by eating the inhabitants, crushing puny helicopters in your mighty fists and generally being really bad.

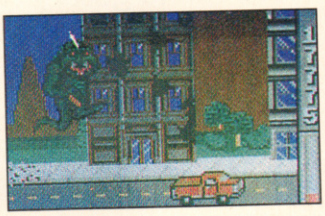
Once the army and cops arrive on the scene, things start to get hairy as helicopters fire at you, soldiers drop dynamite on you, and the army try to take the whole building with you on it.

There is an option for up to four players to link up via the ComLynx and either play against each other by trying to get to the antidote first or as a team by causing as much damage as possible. As usual the competitive version is much more fun.

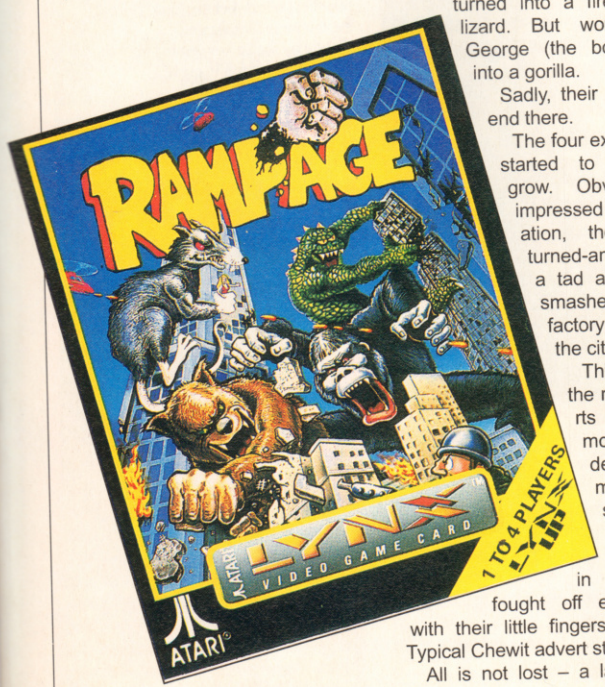
Good clean fun? No! Mindless violence on a scale rarely seen since the Harrod's china department sale. Yup, definitely one for those of you with a latent animal instinct.

HOW TO DO IT
(and play the game)

- **Try to destroy the cities as quickly as possible; the longer you stay in the city, the more damage you will receive from the military.**
- **Watch for clues between levels. They may help you to survive the final level.**
- **Jump when you see dust clouds or cracks appearing across the building. If you go down with a building it could be curtains for you.**
- **If playing as a team, destroy the building quickly and protect other monsters.**



Lizzie the lizard (clever, eh?) contemplates the relative merits of Chewits against those of east-coast American architecture. Over to the right your score and remaining energy are displayed. If your energy runs out you lose one of your three lives



ATARI LYNX

GRAPHICS **87%**
✓ Near-perfect animation.
✓ Cartoon-like sprites and movements.

SOUND **79%**
✗ Lack of a tune.
✓ Excellent crunching and munching.

PLAYABILITY **78%**
✓ Repetition works for the game.
✓ Difficulty level soon starts to pick up.

BALLY/ATARI
£29.99 ● OUT NOW

81%

 Julian "black" Boardman

SWORD OF SODAN

Although you're only at the start of your quest here, the map shows you just where you are and how far you've got to go.

All-round good guy and general friend to the people, Les Ellis whips out his sword, slays the woman and rescues the dragon

Wizards are proliferating on the Mega Drive at a frightening rate – and none of them seem to be friendly. It's just as well Mega Drive owners are a resilient lot and stand up to the onslaught of malicious magic. This time it's some wiz called Zoras who has returned from exile to wreak havoc upon his homeland. Once more you must save the day.

While Zoras was in his state of banishment, he managed to influence a small band of warriors who he has brought back with him. On his return, Zoras immediately fed the king to the demon fire, hoping this would end the goody-goody family that had reined peacefully for hundreds of years. However, Zoras was out of luck, thankfully, and the two heirs to the throne, brother and sister, were whisked away to a far off forest.

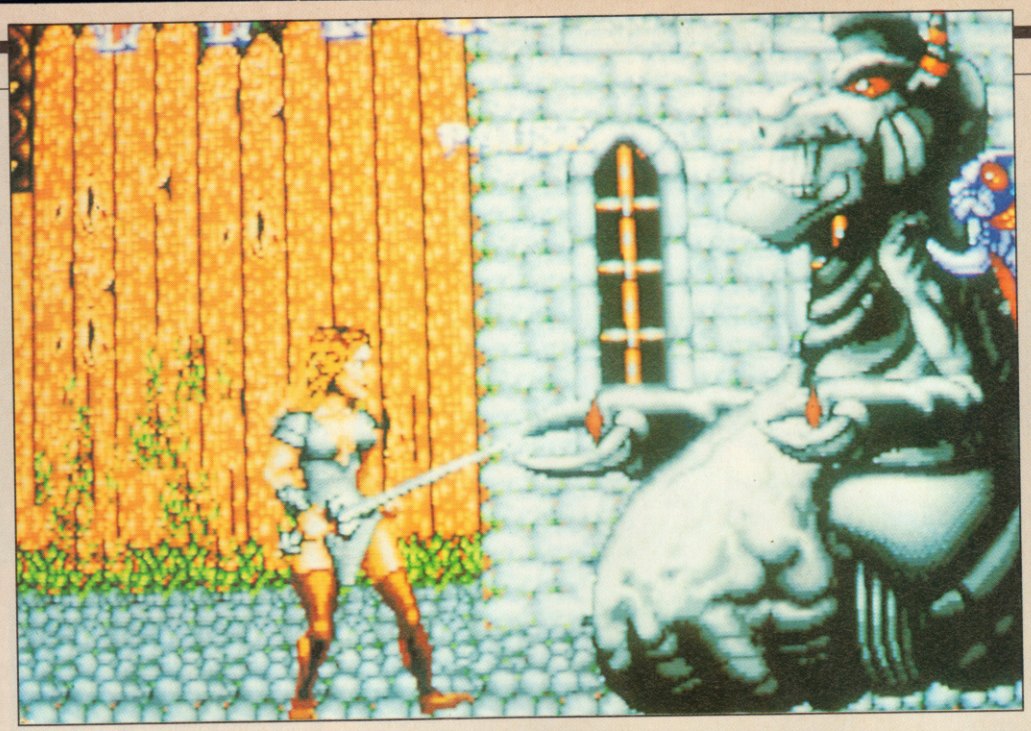
The two youngsters, Shardan and Brodan, were raised by an old and wise man, Sodan, who passed on his wisdom and strength to the couple upon his death. Also upon his death, old Sodan revealed the power of his incredible sword, which he dutifully passed on to the rightful heirs to the throne. His last, dying wish was that the two would assume

Quite a collection of potions to be mixed as you progress towards the end of level two. Here the guards continue their relentless attack but this time the matter is complicated slightly by the spikes coming up through the bridge – ouch!

The South American swordbill hummingbird's bill is as long as its body.

HOOK, LINE AND SINKER

The man responsible for *Sword of Sodan*, Anselm "Andy" Hook, was also responsible for *Vortex*, *Dragon Slayer* and *Battle Squadron* (see last issue). Born in France, Andy now lives in Baltimore, USA, where he divides his time between programming for Innerprise and avoiding the local mafia (gambling debts you know). His likes are Marilyn Monroe and breakfast at Lenny's. Wow, the life of a high-flying programmer, eh?!



Julian makes a guest appearance. Nah, just kidding, it's the evil Zoras making an early debut in the game. You can't do anything to him here, he just pops on to say hello then buggers off till later in the game. On levels six and seven, Zoras returns for a nifty bit of hand-to-hand combat. Believe it or not, Zoras is not in his human form here but the resemblance between this blob and our Jools is quite stunning.

their rightful places as leaders of the land and return the area to the peace and tranquillity it once knew.

Depending on your sexual preference, you can take the role of either heirs and guide them through their adventure over the seven levels of the land. Of course, you have the mighty sword to fend off most of Zaros's henchmen, but some particularly large beings will require the use of magic if they are to be passed. Bloody splatters and intestines fly – could this be the most bloodthirsty console game ever?

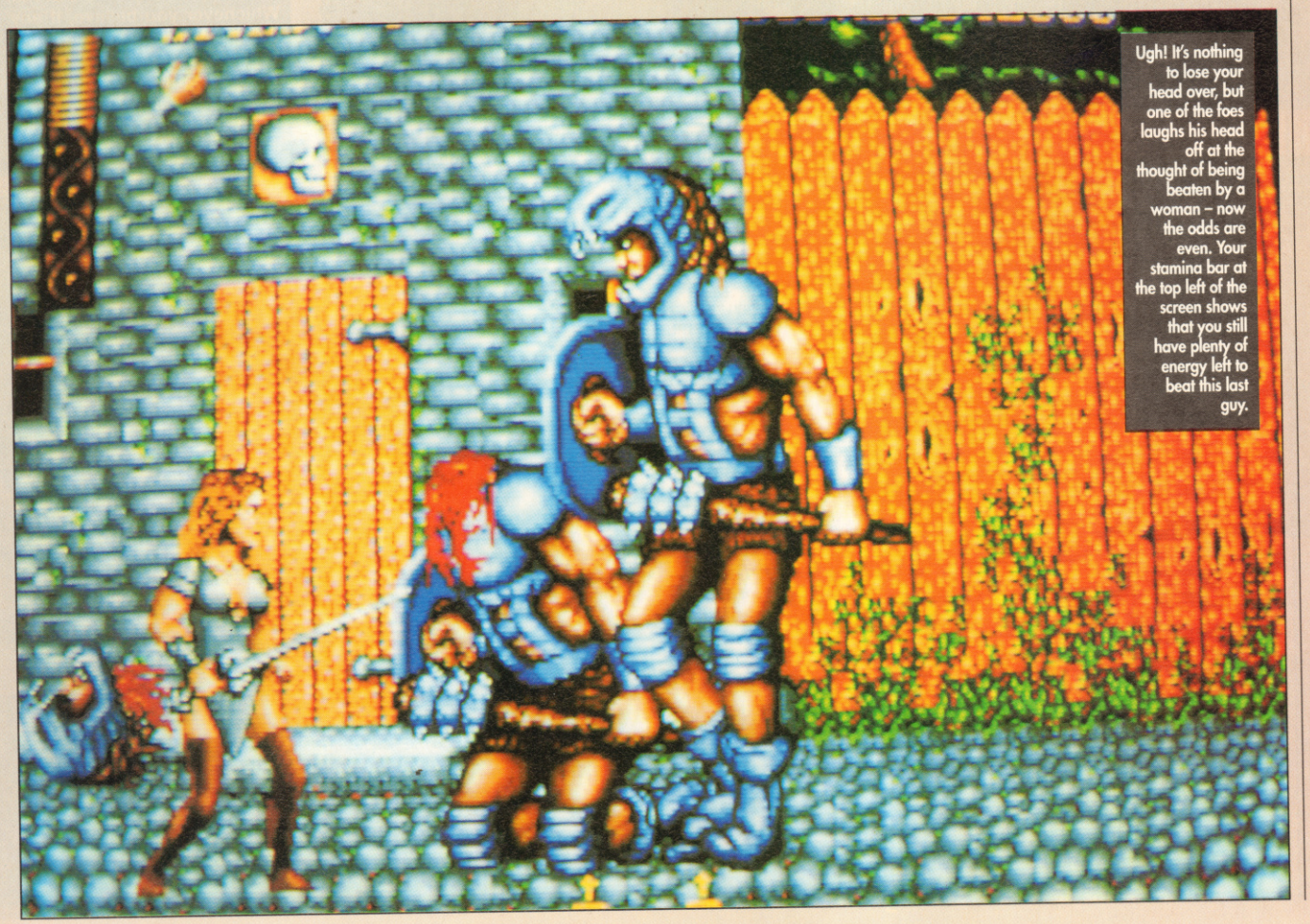
MEGA DRIVE

GRAPHICS **76%**
✓ Huge sprites but the animation is dodgy.
✓ Scenic backdrops, very detailed..

SOUND **70%**
✗ No in-game music and a poor title tune.
✗ The grunts and groans are an "ear" sore.

PLAYABILITY **74%**
✗ Too easy for a console game.
✓ Initially attractive and inviting.

ELECTRONIC ARTS
£39.99 ● OUT NOW
73%



Ugh! It's nothing to lose your head over, but one of the foes laughs his head off at the thought of being beaten by a woman – now the odds are even. Your stamina bar at the top left of the screen shows that you still have plenty of energy left to beat this last guy.

EA's European Product Manager is Neil Thewarapperuma (just in case you needed to know).

SPIRIT OF Excalibur

We needed someone to roam about the country burning, looting, raping and pillaging. The man we needed was Les Ellis

The life and times of King Arthur are legendary, from pulling a sword out of a rock he went on to unite the kingdom, or so the story goes. However, every great man must breathe his last breath, and when Arthur heard that his greatest pal, Lancelot du Lac, had run off with his wife, Art gave up the ghost and settled for a life in the graveyard. On his death bed, Arthur handed over his domain to Constantine, the crown regent. But there was great unrest when the land heard of Arthur's death, some suspected murder, and the successor was to be treated with caution, if not disdain.

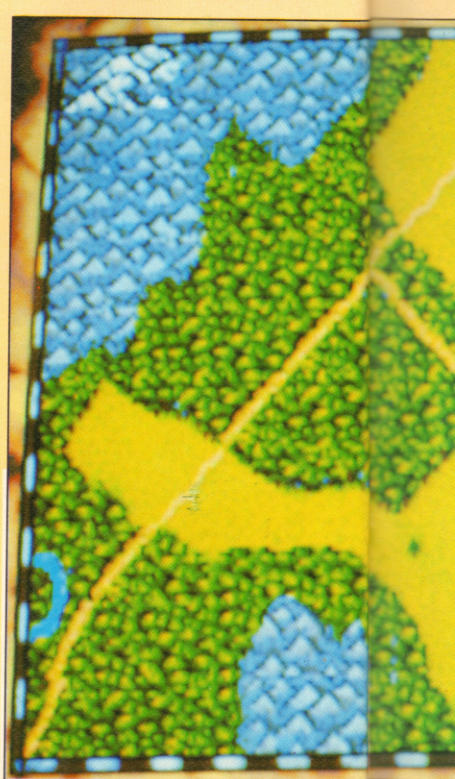
The game starts off immediately after Arthur's death and is split up into five parts, each with its own objective. In each chapter you must move about the country interacting with other characters, be they knights or just plain townspeople, using all the help and powers you have to obtain your objective.

The underlying overall objective is to protect your lands and people from the marauding Saxons – at one point even the supernatural gets a look in when spirits and demons are summoned up to get you.

Your forces will need to be battle-ready at a moment's notice as you deal with the everyday running of a

HOLY MOLY

The Holy Grail has two possible origins, both of them in Israel. One belief is that the Grail is the actual cup/bowl that Jesus used at The Last Supper to distribute the wine. Others believe it was the bowl which Joseph of Arimathea used to collect the blood dripping from Jesus's wounds on the cross. Whichever you believe, if any, the only thing that is true is that many cups have been proffered as the real McCoy, but none have ever been accepted. For a fuller explanation see Indiana Jones and the Last Crusade.



A close up showing part of the map of England. The shield being chased by the red arrow is you. Here you are leaving York on your way south to claim the throne.

THE KING'S QUESTS

There are five main chapters to be completed.

1. THE KING MAKING – Here you must journey to Camelot to claim the throne of England.

2. THE RETURN OF LANCELOT DU LAC – The Scottish are invading the South, the Saxons are attacking London, and you have very few knights loyal to you. You must find Lancelot, he is the only one who can help you.

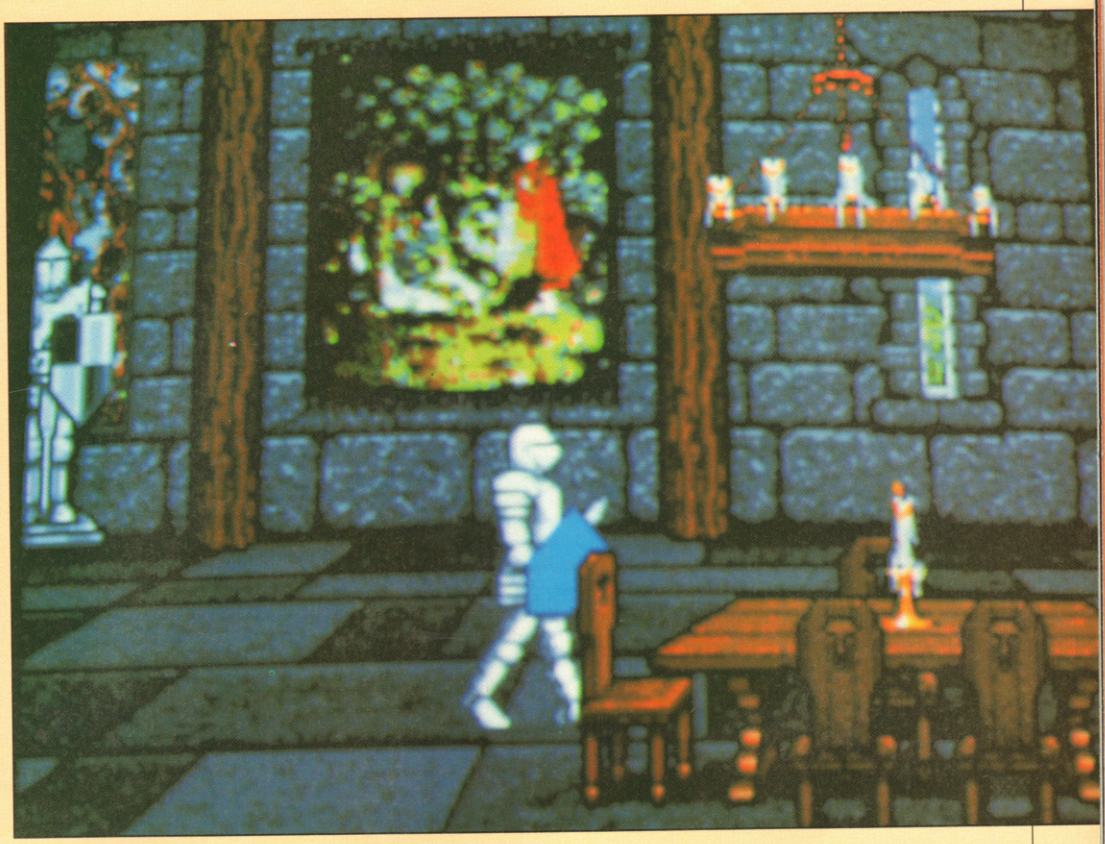
3. THE ENIGMATIC GIANT – The land is again at peace when a giant warrior appears at the walls challenging the knights to individual duels.

4. THE ENCHANTED KNIGHTS OF THE FOREST SAUVAGE – The giant has been dead for two years but all over the country your loyal men are disappearing, the forces of evil are being banded against you.

5. MORGAN LE FAY'S REVENGE – More magic as your arch enemy attempts to end your reign once and for all.

Arthur's famous Excalibur sword is also known as Caliburn.

Requesting money from friends will often have this result. Some things never change.



Individual castles can be searched to find useful little items, but on the first mission there isn't a lot lying about. Oh well, back to killing the peasants, I suppose.

kingdom. Revolts and attacks are everyday occurrences in the Britain of the 600s. So pick up your map, take your sword in hand and set off on one of the most enduring quests in history.

This traveller tells of impending doom; act quickly or it's curtains for your hopes of becoming king.

THE LEGEND OF ARTHUR

The Arthurian legends have kept kids and adults alike captivated for years, absolutely hundreds of books and films have been produced on the subject. Historical books include The Search for King Arthur by Geoffrey Ashe, the Arthurian Encyclopedia by Pete Bedrick and The Fall of Camelot by Time Life Books. The films include such classics as Monty Python's Quest for the Holy Grail (not the most serious documentary, but one of the best) and Excalibur starring Nicholas Clay and Helen Mirren, a rather arty picture but worth watching when it comes around on TV again.

AMIGA VIRGIN £24.99 ● 13 MARCH

ATARI ST VIRGIN £24.99 ● 13 MARCH

IBM PC

GRAPHICS **87%**
✓ Great use of colour in VGA mode.
✓ A wide range of screens and animation.

SOUND **86%**
✓ Good use of sound and some speech.
✓ Supports every soundboard.

PLAYABILITY **85%**
✓ The five chapters ensure longevity.
✓ Tough yet helpful and guiding.

VIRGIN £34.99 ● 20 MARCH **85%**

Arthur fought his last battle at Camlan near Glastonbury.

Super Real BASKETBALL

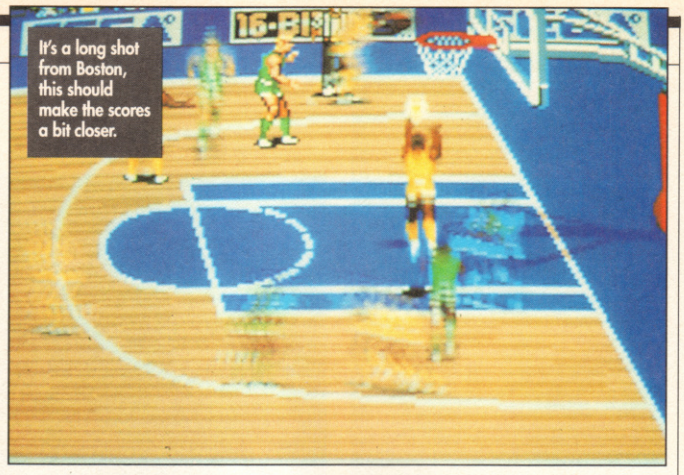
Being a towering 4'3" short, Les Ellis slipped on his stilettos and gym slip and played rough with the big boys

Welcome to the land of giants. The world of basketball must hold the record for introducing the lankiest blokes this side of Robert P Wadlow (the tallest man ever). Players regularly measure in at over seven feet.

Sega's *Super Real Basketball*, which looks disturbingly like the old PC Engine game *USA Pro Basketball*, brings another popular Channel 4-promoted sports game to your Mega Drive. However, there are no bigs names to sell this game – unlike *Arnold Palmer* or *John Madden*. But the lack of a star doesn't diminish the quality of this game, it still contains all the accuracy and features you would expect from a sports simulation.

You choose to play either an exhibition match, against a friend, or battle with seven other top US NBA teams in tournament mode – no sign of the Globetrotters, thankfully.

Before you enter the arena, you must select your team and make any positional changes you require. From here on a normal game of basketball takes place, with all the weird and wonderful rules that come with it. There are three levels of difficulty to ensure you don't get to the finals too quickly. Conquer the finals and you will be crowned the Super Real Basketball Champion – but I shouldn't hold your breath!



It's a long shot from Boston, this should make the scores a bit closer.

TEAM TACTICS

Each team has its own special style of play. Pick the team that suits your play best.

LA HOOPS – straightforward team. No tricks or specialities.
DALLAS WINGS – Have a couple of players who like to throw three pointers.
NY BUSTERS – Great ball handlers who'll steal the ball if you blink.
SEATTLE BEARS – An aggressive team, good around the net, high scores are a guarantee.
DETROIT JETS – Good all-rounders who are prefficient around the net, be it yours or theirs.
HOUSTON REBELS – A solid, consistent team. They don't have any startling players, though.
DENVER JAMMERS – Excellent passers who'll throw the ball around quickly and score with similar finesse.
BOSTON BASHERS – One of the best defenses you'll encounter. Low-scoring (for you) is guaranteed.

The pressure is on at the jump off. The tallest guy gets the immediate advantage, but timing is crucial as the ball is tossed at different times and speeds every match.

MEGA DRIVE

GRAPHICS **89%**
✓ Stunning close-up sequences.
✓ Good overall perspective of the court

SOUND **61%**
✗ Pathetic crowd and shot effects.
✗ Tacky music plays throughout.

PLAYABILITY **75%**
✓ Three difficulty levels to test you.
✓ A tough path to the finals.

SEGA
£34.99 ● OUT NOW
82%

SUPER LEAGUE

Welcome, sports fans, to this afternoon's big game. The conditions are perfect, there's not a cloud in the sky. Stepping up to the pitcher's mound is Les Ellis

Mega Drive owners are a fit lot. Just a couple of months ago they were sprinting around the astroturf in *John Madden American Football* and walking the golf course in *Arnold Palmer Tournament Golf*, and now this month there's *Super Real Basketball* and this baseball extravaganza, *Super League*.

Super League is very much like most baseball games you're likely to play nowadays. You take the role of the manager, pitcher, batter and any of the players in and out of the diamond (baseball jargon for the four bases). You can either play a single exhibition match against a friend, play an open match against a selected computer team, or you can enter the World Series, which involves 30 games.

After choosing your favourite players from the squad available, you can don your cap and lead the team into the ball park. Play is either viewed from behind the back-stop and batter (when pitching is taking place) or from way above the stadium, in a plan view, while the ball is travelling around the field.

Both batting and pitching are easy to grasp. Both players can move around within their respective squares, using the direction and fire buttons to hit/throw the ball at a certain area. While both players are waiting for the pitch they can change with a substitute of a better calibre. The pitcher can also flick back to a plan view and throw the ball at a base if he thinks the batting team is trying to "steal" it (running to the next base while the pitcher is in the motions of doing his stuff).

Rules are as normal baseball, with three strikes (when a batter fails to legitimately hit three pitches) making a player out, and three outs allowing the teams to swap positions.

If a player manages to hit a ball to the outfield, the play switches to the plan view. The computer "speaks" which position the ball is likely to travel to first in an attempt to help the fielding team. While the batter runs around the base, he also has control of any other players that may be on the bases. Players are out in normal play if they are either caught, runout by failing to reach a base before a baseman with the ball, or by being tagged by the ball while running between bases.

The game is run over an initial nine innings. If the scores are tied, the teams play an extra innings till the game is decided. But if you play anything like me, you'll be soundly thrashed within the first three innings!

The pitcher's lethal weapon. It lets the batter walk to first base but it's worth it just to see your opponent crippled in his prime.

Caught in mid-swing, the batter attempts to knock this pitch into the grandstand. By using the direction pad as well as the buttons you can pull off a variety of surprisingly powerful shots.

MEGA DRIVE

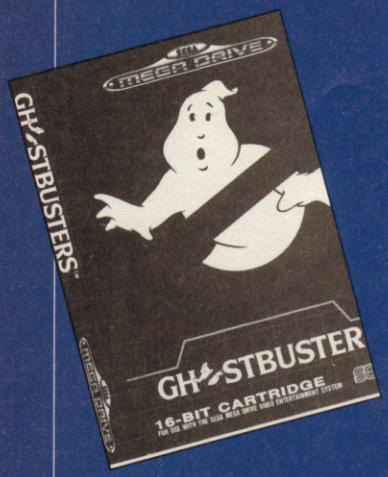
GRAPHICS **79%**
- ✓ Great animation on all players.
- ✓ All graphics are well detailed.

SOUND **82%**
- ✓ Atmospheric tune livens things up.
- ✓ Speech to help you along the way

PLAYABILITY **80%**
- ✓ Very addictive in two-player mode.
- ✓ "Pitched" just right for the market.

SEGA
£34.99 ● OUT NOW

81%



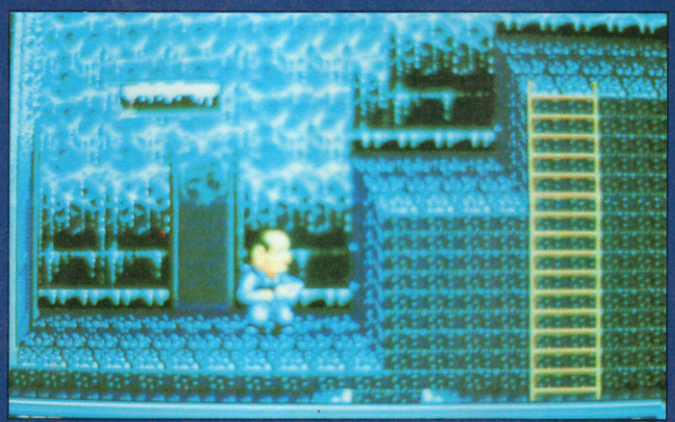
GHOSTBUSTERS

Julian Boardman, the parapsychic yuppie, cries "Who ya gonna fax?"

The Ghostbusters could never be called shrewd businessmen. Their business was booming because New York was being overrun by spooks, then what do they go and do but take out the head demon at the Temple of Zuul and their business goes down the toilet because there aren't any ghosts left to bust. So they're bored, and frankly so are we, who wants to play a game where the Ghostbusters turn into the Dustbusters and play at cleaning their building?

But wait, we don't. All is not lost – almost. A series of earthquakes have been rocking New York city, and the ever-so-keen 'Busters reckon it has something to do with ghosts. Mind you, they would probably blame a parking ticket on a mystic meter maid before blaming it on there own inadequate parking. However, the phone is ringing off the hook, and the lads just can't contain their excitement. Sadly though, I can.

Ghostbusters soon degenerates into a very average shoot-'em-up. Even the fun of dragging the spooks into a box is only found once per level, the rest of the time spent just blasting the assorted entities that happen to stumble your way.



The usual rewards of dollars are given for busting the spectral visitors, and all this can be spent on improving your armoury to make cracking the next lot of ghosts just that little bit easier. It is all very well but it has all been seen before and the few nice graphical touches, and the obvious soundtrack, just don't make up for the tired gameplay.

MEGA DRIVE

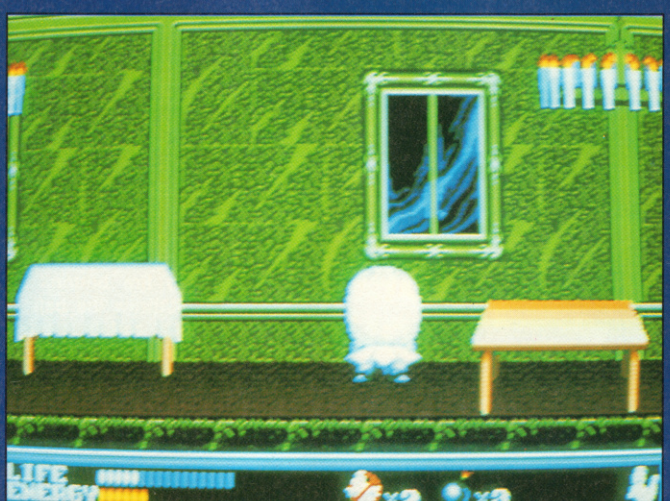
GRAPHICS **77%**
✓ Variety of creatures and spooks.
✓ Cute caricatures of the 'Busters

SOUND **78%**
✗ The "remixed" title tune irritates.
✓ Wide range of effects and tunes.

PLAYABILITY **62%**
✗ Tired formula.
✗ Extremely repetitive gameplay

SEGA
£34.99 ● OUT NOW

72%



WEAPONS FRENZY!

Energy Regeneration ($200) Fills up the energy gauge.

Energy Tank ($500) You already have one but the more you add, the more energy you can carry. The price goes up every time you buy one.

Explosive ($10,000) Explodes when shot destroying several ghosts at a time.

Three-way shot ($7,000) Fires constantly in three directions simultaneously.

Bubble projectile ($3,000) Envelopes the ghosts. Cannot be used on some ghosts.

Phaser Shell ($5,000) As long as you have the energy, you can destroy several ghosts at a time.

Special Suit ($5,000) Diminishes the amount of damage that you sustain.

Barrier ($35,000) Protects you from ghosts, but it eats up a lot of energy.

SF GAME SERVICES

44 HAWTHORN GROVE
STOCKTON HEATH
WARRINGTON WA4 2UH

SUPER FAMICOM GAME HIRE & EXCHANGE CLUB

RENT Any Title for only £4 per week

or

BUY/SELL New & 2nd Hand Titles

i.e. FINAL FIGHT — We buy £30 We sell £35

PHONE AND ASK FOR OUR FREE INFORMATION LEAFLET

ALL TITLES IN STOCK NOW!
All new members receive 1 FREE Game Hire
Awaiting New Business Line
PLEASE PHONE (0925) 861417 after 6 p.m. until Further Notice

GUNFIGHTER

USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER FOR CASH PRIZES

0898 31 35 69

INFODIAL POBox 36 LS1 4TN Call Charges 33P/Min Cheap 44P/Min All Other Times

Pm GAMES

136 Cook Road
Horsham, WestSussex
RH12 4GQ

● SEGA ● MEGADRIVE ● PC ENGINE
✦ ATARI LYNX ✦ GAME BOY
✦ NEO-GEO MEGADRIVE & PC ENGINE £28-£40

MES GAMES GAMES GAME

LATEST TITLES AVAILABLE

PHONE OR WRITE FOR MORE INFORMATION
SEND S.A.E FOR A LIST

PHONE 0403-61899
MON-FRI 5PM-9PM WEEKENDS 10AM-6PM
MAIL ORDER ONLY

MAKE YOURSELF KNOWN!

Do you run a shop or store which sells computer games or are planning to open new stores? To be included in the COMPLETE COMPUTER ENTERTAINMENT GUIDE's store listing just fill in the printed coupon and send it to THE COMPLETE COMPUTER ENTERTAINMENT GUIDE, NEWSFIELD, LUDLOW, SHROPSHIRE SY8 1JW.

THE COMPLETE COMPUTER ENTERTAINMENT STORE DIRECTORY

Shop Name .....
Address .....
.....
Manager .....
Telephone Number .....

TELEGAMES

☎ (0533) 880445/813606/889989
FAX 0533 - 813437

We stock games and cartridges for all of the following -

EUROPE'S LARGEST STOCK OF VIDEO GAMES

WHY WAIT? ORDER NOW !!! FAST DELIVERY.

CBS COLECO VISION™

SUPER FAMICOM

INTELLIVISION

ATARI LYNX 2600 and 7800

Nintendo

GAME GEAR HANDHELD

SEGA MEGA DRIVE

NINTENDO GAMEBOY

PC Engine

PCGT HANDHELD

SEGA

NEW FOR NINTENDO

'WHAT VIDEO GAME' 2 HOUR VHS FILM SHOWS OVER 400 GAMES FOR MOST SYSTEMS SPECIAL PRICE £7.95 plus 2.00 P+P

GET UP TO £10 "TELE" VOUCHERS WITH EACH GAME CARTRIDGE ORDERED AND UP TO £50 "TELE" VOUCHER WITH GAME SYSTEM.

TELEGAMES OFFER 363 DAY SERVICE PER YEAR - ALL ITEMS FULLY GUARANTEED
* REPAIRS CARRIED OUT*

IF ITS AVAILABLE WE STOCK IT !!!

SHOP AND MAIL ORDER OPEN 7 DAYS A WEEK 8.45AM - 6.45PM : SAT 9.00 - 5.45 : SUND 10.00 - 4 45

ESTABLISHED FOR OVER 14 YEARS

* FOR FULL DETAILS SEND LARGE SAE TO - TELEGAMES
KILBY BRIDGE, WIGSTON, LEICS LE8 1TE

The Leading Video Game - Specialists.

JONES
in the Fast Lane

We asked Les Ellis to take part in the rat race and he turned up with two furry creatures under his arm (you just can't get the staff nowadays...)

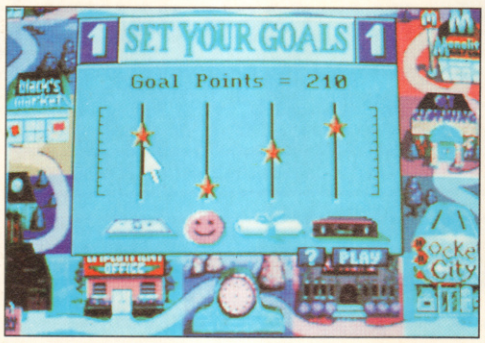
Forget The Game of Life, forget Monopoly, forget Cluedo, Colditz and all the other boring board games – a new character is on the scene to take you through life's little problems.

Jones is a multi-player computer board game where up to four players (including Jones himself) can compete to reach their goals in life. These goals are set by the players before the game and must be achieved in the shortest time possible. The four aims are happiness, education, a career and, of course, money.

The goals can be reached using a number of methods, but each goal is generally affected by your social standing. Working in the burger bar is okay for a low life, but high-flying executive material (like myself) need managerial positions to succeed.

Players take it in turns to move through a week, taking care to ensure that their own digitised character has everything he needs: food, money, stereo, clothes and, of course, a share portfolio.

The ultimate aim is to achieve your goals and leave the rat race. Will you be able to reach suburbia, and stop trying to keep up with the Joneses? (Incidentally, the game was originally called Keeping up with Jones!)



Before the game starts you have to set out the goals which you hope to achieve. The higher the goals, the longer they will take to reach. If everything is set at maximum then expect to be playing this for half a day!

Shintaro makes his computer debut at Monolith's Burgers. A good place to start work, and a good place to get food. Eventually you'll need to get a fridge though; in it you can store a whole week's shopping. Save up enough and you can pay a visit to the bank (far left) to either save your money or play the stock market. Carrying money around is very dangerous as there's a thief in town who knows just when to strike.

IBM PC

GRAPHICS **78%**
✓ Characterful digitised players.
✓ Great shading in VGA.

SOUND **65%**
✗ Pathetic internal beeps.
✓ Supports all soundboards

PLAYABILITY **75%**
✗ Hard drive strongly recommended.
✗ Initially novel but soon repetitive.

SIERRA
£29.99 ● OUT NOW **76%**

NINTENDO SUPER FAMICOM

16 BIT

THE DEAL OF THE DECADE!!

SUPER FAMICOM, SCART OR PAL TV WITH 7 GAMES!

YES 7 GAMES!

7 GAMES INCLUDE:-
PILOT WING
GRADIUS III
BOMBUZAL
F-ZERO
POPULUS

THIS IS NOT A MISPRINT!

ONLY £379.95 + £10 P&P

WITH A FULL ONE YEAR GUARANTEE AND FUTURE RELEASE PRIORITY MAIL LIST (BOOK YOUR SUPER FAMICOM GAMES IN ADVANCE). ORDER NOW!

ORDER FORM

Access VISA

PLEASE SEND TO ME THE SUPER FAMICOM WITH 7 GAMES. I ENCLOSE A CHEQUE OR POSTAL ORDER FOR £379.95 + £10 P&P. PAYABLE TO SGM.
I UNDERSTAND THAT DELIVERY WILL BE IN THE NEXT 28 DAYS.

SEND YOUR ORDER TO:

SOLID GOLD MARKETING
UNIT 6 LOMOND TRADE CENTRE
LOMOND INDUSTRIAL EST
ALEXANDRIA
DUMBARTONSHIRE G83 OTL

NAME & ADDRESS

.....
.....
.....
.....
.....
.....
.....

FOR VISA AND ACCESS ORDERS
RING OUR HOTLINE ON
0389 55973

DUCK TALES

Uncle Scrooge McDuck is the richest duck in the world. Julian Boardman tagged along on his latest treasure hunt to see if some of the wealth would rub off

Uncle Scrooge McDuck is tight – so tight he doesn't have to quack with his mouth; he can do it loud enough just by walking. The old bugger has decided that he needs more money to add to his phenomenal stockpile. Thus the adventure begins.

The console and computer versions of *Duck Tales* are quite different in content, so what follows is a brief description of each format. Both versions, however, centre around Scrooge McDuck – even though you don't necessarily control him. So, without ado, let's get quacking!

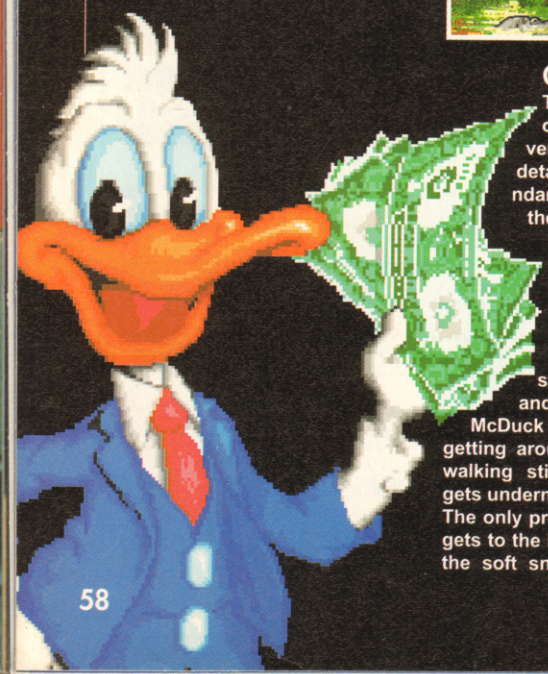
From Old Uncle Scrooge McDuck's great oak desk it's possible to dive into the money pit lurking behind the giant vault door, make investments in the form of shares and go to the map to choose your next port of call. You're guaranteed a quacking good time.

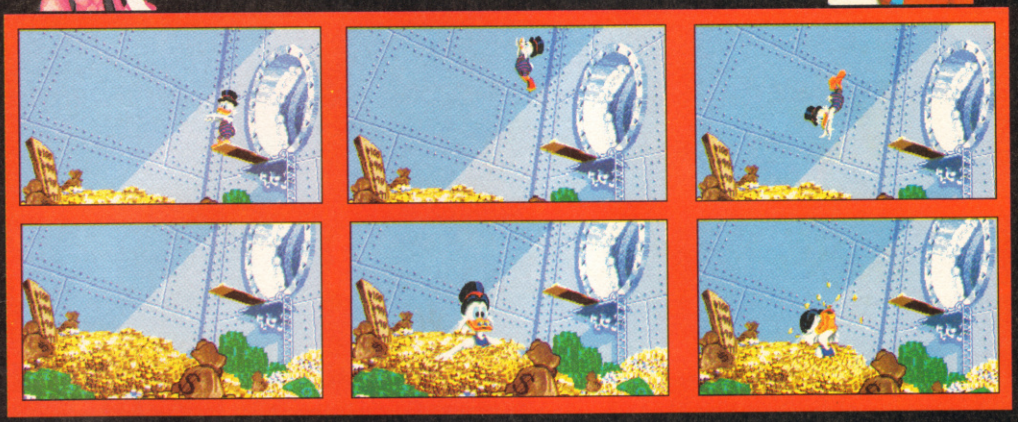
In the mountains, you have to throw a rope with a grappling hook on the end in the hope of catching the edge of a ledge and being able to haul yourself up. You can collect diamonds along the way but the ultimate goal is the treasure at the top. On the way you must be careful to look out for sleeping bears, falling boulders, and the occasional Beagle Boy. The jungle makes you swing around on vines, avoiding panthers and the like, bouncing on branches and using the heads of hippos to get across to your treasure. (Amiga)

CONSOLE QUACKER

The quest takes place over five levels. Each is very big with extremely detailed graphics, to a standard very rarely seen on the NES. His travels take him through African mines, the Amazon, Transylvania, The Himalayas and even the Moon, each of which has its own graphical style, and set of puzzles and enemies to defeat. McDuck has a curious way of getting around, he pogos on his walking stick, and anyone who gets underneath him is dead meat. The only problem comes when he gets to the Himalayas. Because of the soft snow, he can't use his use his stick quite as he would like, making things a little difficult for him. Trials and tribulations of being a greedy adventurer, eh?

He takes along the three nephews, Huey, Dewey and Louie but soon loses them on his travels. If he meets them again, they give him little messages to help him find the treasure. McDuck may also bump





into a couple of other family members across the world, including one odd cove called Launchpad. If you meet him, he will transport you back to the beginning of the stage so that you have a chance to collect all the more treasure, or die again depending on your point of view.

As NES platform adventures go, it is pretty damn good, easily rivalling old Mario and Luigi for fun and addictiveness. It is also good to see some new characters showing their faces on the small screen. Fun, frolics and pogoing, what more could you want?

DUCK OF THE YEAR

The Amiga, Atari ST and IBM PC versions from Titus are totally different. The game revolves around a battle between old Scrooge McDuck and his cousin, Flintheart Glomgold, to become the Duck of the Year (or great quack) in the rag by the name of Dime. Whoever collects the most treasure from the many treasure locations around the world wins. These locations will either be in the mountains, the jungle or a network of caves. All this treasure can then be invested on the stock market to increase your wealth in the effort to beat Glomgold to the title.

To get to all the very odd destinations, you will have to fly with Launchpad, one of the worst pilots in the world. The controls are on the sensitive side meaning that flight is never anything less than erratic.

The caves comprise a network of criss-crossed tunnels. You are thankfully given a map, but slime pits and mummies must still be avoided if you wish to get to your destination.

NES TRIP TIPS

Each of the five levels has its own particular treasure which the five treasure guardians are very reluctant to release into your hands.

LEVEL ONE – the Amazon offers the sceptre of the Incan King. To get it you will first have to bribe a statue with $300,000.
TWO – the prize in Transylvania is the Coin of the Lost Realm.
LEVEL THREE – inside the African Mines, you'll find the Giant Diamond of the Inner Earth.
LEVEL FOUR – steal the Crown of Ghengis Khan. Tough!
LEVEL FIVE – find the Green Cheese of Longevity, a highly-valued treasure indeed.

Where the computer version also differs is that you control Huey, Dewey and Louie for your three lives instead of Uncle Scrooge.

The between section presentation is superb. Various characters appear to tell you of all the little disasters that have happened along the way, and the speech synthesis is excellent. Sadly, all this wears a bit thin once you start to notice the frequent and lengthy disk access, and the remarkably repetitive gameplay.

Duck Tales is obviously aimed at a young market but if the time that had been spent on all the static screens had been spent on the gameplay itself, it would have resulted in a much stronger game with wider appeal.

A shame more wasn't made of such a great Disney character.

AMIGA

GRAPHICS **92%**
✓ Animation is slow, but slick.
✓ Brilliant static screens.

SOUND **93%**
✓ Excellent speech synthesis.
✓ Typically Disney sound effects.

PLAYABILITY **71%**
✗ Too much disk accessing too often.
✗ Repetitive gameplay.

DISNEY SOFTWARE
£24.99 ● OUT NOW
76%

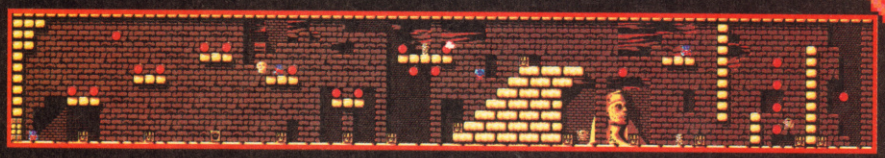
NES

GRAPHICS **85%**
✓ High level of detail and variety.
✓ Sprites straight from a Disney cartoon.

SOUND **81%**
✓ Well cheerful and groovy tunes.
✓ Informative sound effects.

PLAYABILITY **84%**
✓ Enough puzzles for any player.
✓ Loads of variety on five stages.

CAPCOM
£19.99 ● OUT NOW
83%



MIGHTY BOMBJACK

Bombs hovering above. Mighty rodents flying through the sky. Les Ellis was there to catch the droppings

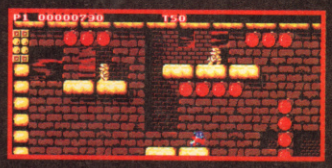
Many years ago, back when Mickey was a mere fledgling and Danger Mouse was genuinely funny, Walsall-based Elite produced a compelling game called *Bombjack*. This game was to capture the hearts and joysticks of gamesplayers nationwide as they struggled to get their own mighty mouse to diffuse the bomb-ridden skies. Well, in the best traditions of flogging a storyline to death, he's back, mightier than ever.

The world is at peace, ruled by the fair King Pamera. And, as everyone knows, a peaceful world is the last place you want to be if you're hoping for a peaceful future. The king demon Beelzebut has instructed his minions to search out the good king and kidnap him and his family.

There also lived in the land two brothers from the family Mighty. On hearing this information, one of the siblings was dispatched to expose Beelzebut's plan. After a strong battle, the Mighty boy was defeated. Now it is up to Jack (now *he's* a lad) to follow in his brother's footsteps and challenge Beelzebut.

The game concept is simple; travel through the 16 levels (plus the final confrontation round) collecting as many bombs and bonuses as possible, while avoiding all the characters that are out to get you. All the rooms of Beelzebut's palace will need to be cleared to defeat the corpulent king. On the completion of each level in palace, you enter a bonus screen which will help boost your score.

You must defeat the king, avenge your brother's death, free the land, *and* get home in time for tea. All in a day's work for Jack the lad.



AMIGA — ELITE — £24.99 ● OUT NOW

Left: the bonus round at the end of level one. If you collect all the bombs in the order they light, you get awarded with extra points and power. Top: the mighty mouse jumps for joy at the start of level two and manages to pick up a pile of coins in the process.

ATARI ST

GRAPHICS	89%
✓ Small but perfectly formed. ✓ Detailed, scenic backdrops.	
SOUND	69%
✗ A few poor spot effects. ✓ Delightful little in-game tune.	
PLAYABILITY	82%
✓ Damn addictive. ✓ 17 large, challenging levels	

ELITE — £24.99 ● OUT NOW — **78%**

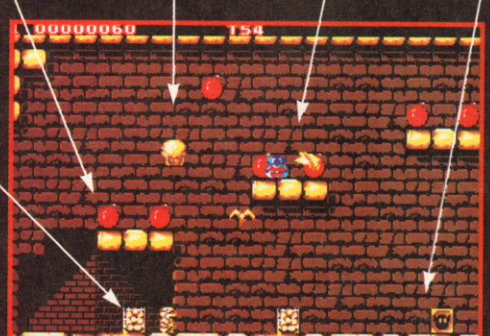
There are two types of bombs to diffuse, one worth 100 points and the other 200. You don't need to collect all the bombs to complete a level, unless it's a bonus level.

The skull called Heel floats around the pyramid chasing you – weird.

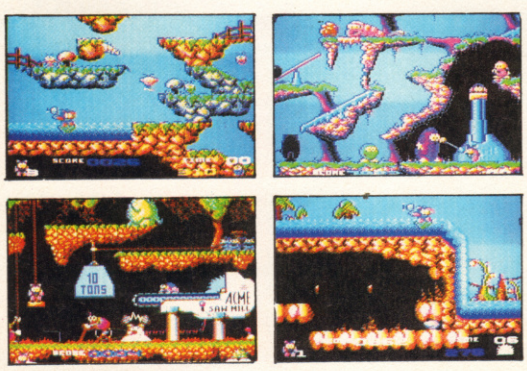
This is Rube, a dangerous bird who wants the chance to take a peck at Jack.

This box has opened to reveal a mighty coin which will add 1000 points to your coffers.

Coins found in chests will boost your score.



CLYDE RADCLIFF EXTERMINATES ALL THE UNFRIENDLY, REPULSIVE EARTH-RIDDEN SLIME



Commodore 64 screens

TO THE RESCUE!

Held in devilish torture chambers, an entire village of Fuzzy Wuzzies—the cutest but most mischievious characters ever—need your help!

Control the only free Fuzzy, Clyde Radcliff, on a mission that takes him through the haunted Black Forest of Gateau, to a land full of crazy creatures, scuba diving in piranha ponds and into the lethal torture chambers themselves!

You need quick reactions, a sharp brain and a crazy sense of humour to complete the cartoon game of the year—*Creatures*!

By Apex Computer Productions

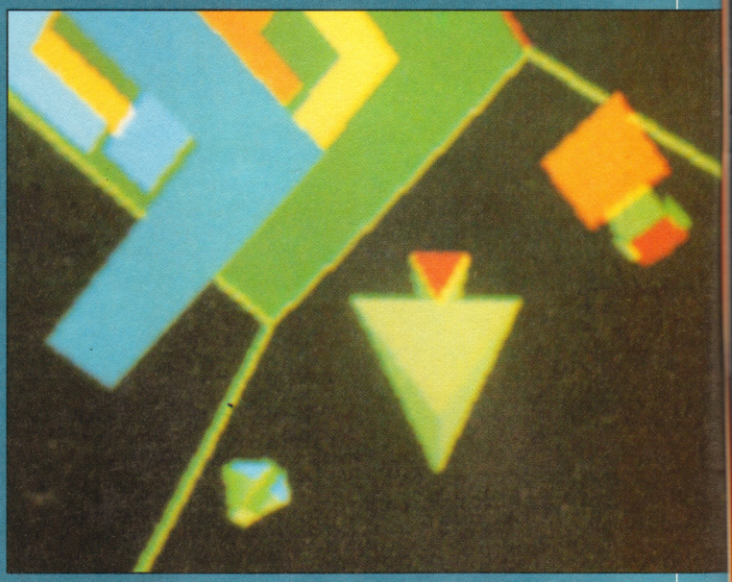
CBM64/128
£9.99cass £14.99disk
Amiga and Atari ST £24.99

FREE!
A FUZZY WUZZY IN EVERY PACK!

THALAMUS

Thalamus Limited, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW Tel 0734-817261

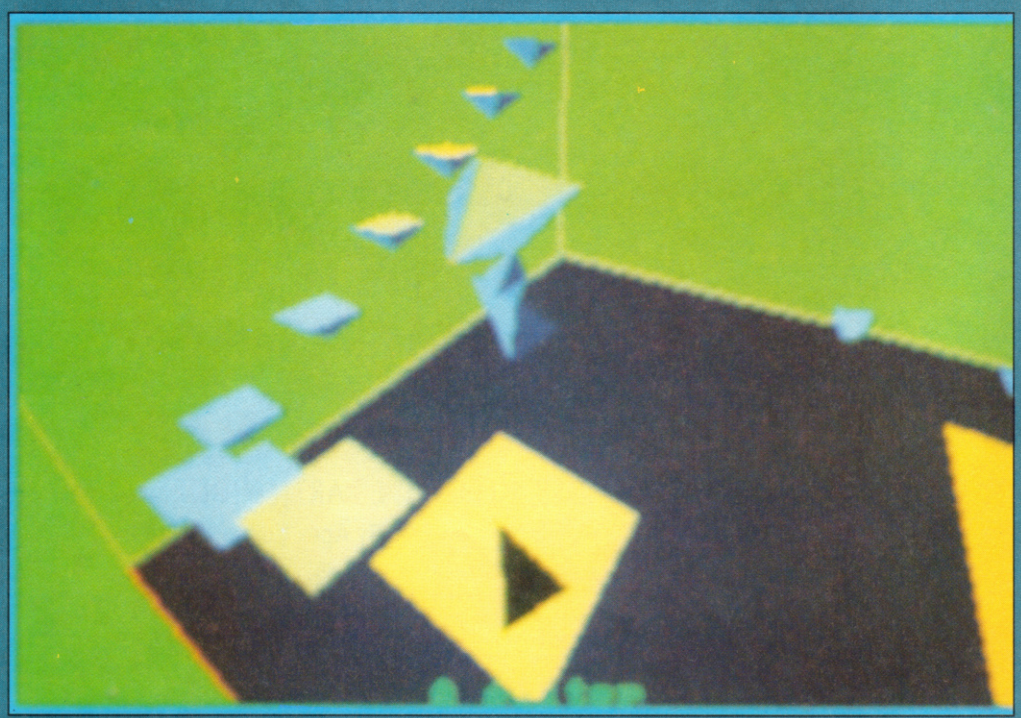
ALPHA WAVES



Another mellow, New Age type thing hit the micros. Complete stoner, Julian Boardman checks out the latest and has a mind-expanding

100% New Age is the somewhat unquantifiable claim made on the cover of this unusual game. New Age is what the Nineties are all supposed to be about; flotation tanks, aromatherapy, acupuncture, crystals, relaxation and wearing white.

The idea behind the game is very simple. You must bounce your "mobile" across floating tiles in a 3-D vector graphic environment, exploring your playfield of over 100 rooms. Now this might sound as boring as Michaelangelo, but the varying geometry of the rooms as you gently sweep round and spring up and down is quite impressive.



The game begins to assume the kind of dynamic beauty that you would associate with a pilot's eye view from a fighter plane, and the landscape moves around you as you float around from tile to tile and door to door. The game is timed to give you an incentive to actually keep going around the area, with a one minute bonus for each room that you complete.

Should you want to take things more gently and attempt to influence your own mood and state of mind, then you should choose the Emotion section of the package. Each of the 12 zones in the game, from Dream to Stimulate to Meditate, inspires a different mood through its use of colour, based on research into the psychological effects of colours. For example, greens relax the mind, this is why the inside of some police cells (so I'm told), social security offices, and hospitals are that nameless shade of pastel green.

It is perhaps the use of colour, sound and the smooth movement in the 3-D environment that drag you into the game as you explore the large number of rooms and manoeuvre your way around. Just bouncing around sounds remarkably uninteresting but as soon as you start to play it becomes more important than Twin Peaks.

IBM PC — US GOLD £29.99 ● OUT NOW

AMIGA — US GOLD £24.99 ● OUT NOW

ATARI ST

GRAPHICS **85%**
✓ Superb use of colour and shapes.
✓ Smooth movement.

SOUND **79%**
✗ Lack of astral soundtrack.
✓ Subtle sound effects.

PLAYABILITY **86%**
✓ Gently draws you into its world.
✓ Two-player joint enlightenment.

US GOLD £24.99 ● OUT NOW **85%**

REAL HATRED IS TIMELESS

L A S T

NINJA 3

NINJA THREE

Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated fight sequences ever seen in this type of game.

With a massive introduction sequence, incredibly detailed '3D' background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excellence never before experienced by even the most seasoned Ninja fan. Ninja 3 – A game of epic proportions.

Feel the realism, allow yourself to witness the magical world of Ninjitsu, spiritualism, experience the mystical atmosphere of the Tibetan Temples. Remember, always remain in control of your stealth and cunning as you do battle once again with the most treacherous purveyor of evil, Kunitoki.

ACTUAL AMIGA SCREENS

Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER . . .

Available on Cartridge for C64 Computers and the C64GS Console.
Also for the Amiga, Atari ST and IBM PC Computers.

SYSTEM 3 SOFTWARE
Blenheim House, 1 Ash Hill Drive, Pinner, Middlesex HA5 2AG
Telephone: 081-866 5692 Facsimile: 081-866 8584

SYSTEM 3

UNICORN SOFTWARE

SEGA MEGA DRIVE · NINTENDO GAMEBOY · Access · BARCLAYCARD VISA · PC Engine · Nintendo

TELEPHONE: (0752) 606353

WHEN ORDERING PLEASE QUOTE RAZE 2

SEGA MEGADRIVE

PAL inc FREE GAME	169.95
SCART inc FREE GAME	159.95

MEGADRIVE GAMES

FOUR HERO MASTER	34.95
SPACE HARRIER II	30.95
SUPER THUNDERBLADE	CALL
WORLD CUP SOCCER	33.95
THUNDERFORCE II	33.95
GHOULS + GHOSTS	39.95
SUPER SHINOBI	34.95
GOLDEN AXE	34.95
TATSUJIN	30.95
SUPER REAL BASKETBALL	33.95
DJ BOY	33.95
WHIP RUSH	34.95
DAI SENPULIG 43	34.95
THUNDERFORCE III	34.95
GHOSTBUSTERS	33.95
PHELIOS	34.95
CYBERBALL	31.95
SUPER MONACO GP PAL	34.95
BATMAN	33.95
MOONWALKER	33.95
STRIDER	CALL
RASTAN SAGA II	33.90
AXIS	CALL
INSECTOR X	34.95
HELLFIRE	34.95
ESWAT CYBER POLICE	32.95
SPACE INVADER '90	34.95
KLAX	34.95
FATMAN	CALL
SHADOW DANCER	CALL
ATOMIC ROBO KID	CALL
AREO BLASTER	CALL
HARD DRIVIN'	CALL
SPIDERMAN	CALL

HANDHELD PC ENGINE

ORDER NOW

NEO-GEO

PAL NEO-GEO	389.95
SCART NEO-GEO	379.95

NEO-GEO GAMES

MAGICIAN LORD	189.95
BASEBALL STARS	189.95
NAM 1975	189.95
GOLF	189.95
CYBERLIP	189.95
NINJA COMBAT	189.95
RIDING HERO	189.95
SUPER SPY	189.95

GAMEBOY

GAMEBOY	85.95
DELUXE	110.95

GAMEBOY GAMES

MARIO LAND	25.95
CASTLEVANIA	25.95
BATMAN	25.95
BOXING	25.95
QUIX	25.95
SOCCER BOY	25.95
COSMOTANK	25.95
N.F.L.	25.95
DOUBLE DRAGON	26.95
NINJA TURTLES	26.95
LAST BATTLE	26.95
GHOULS + GHOSTS	26.95
WORLD BOWLING	26.95
SPIDERMAN	26.95
TETRIS	26.95

PC ENGINE

PAL INC GAME	165.95
SCART INC GAME	159.95

PC ENGINE GAMES

R-TYPE	24.95
VIGILANTE	24.95
WONDERBOY	24.95
HEAVY UNIT	33.95
DUNGEON EXPLORER	33.95
TIGER HELI	33.95
NINJA WARRIORS	33.95
ATOMIC ROBO KID	33.95
PC KID	33.95
GUNHEAD	33.95
CHASE HQ	34.95
POWER DRIFT	34.95
MR HELI	33.95
DON DON DON	34.95
NINJA SPIRITS	33.95
RASTAN II	33.95
XEVIOUS	33.95
KLAX	33.95
DEVIL CRASH (ALIEN CRUSH II)	33.95
WORLD BEACH VOLLEYBALL	34.95
LOAD RUNNER	33.95
BELIABORMAN	33.95
PRO WRESTLING	33.95
SPLATTER HOUSE	33.95
FORMATION SOCCER	33.95
IMAGE FIGHTS	CALL
OPERATION WOLF	CALL
DIE HARD	CALL
SUPER STAR SOLDIER (Gunhead II)	33.95
SUPER FOOLISH MAN	33.95

UNIT 58, CITY BUSINESS PARK, SOMERSET PLACE, STOKE, PLYMOUTH. PL3 4BB

KC's Computer Emporium

37,Pinfold Gate, Loughborough
Leics, LE11 1SG
TEL:(0509) 211799 FAX:(0509) 881600
Open 9.30am to 6.30pm Everyday Except Sunday

FAMICOM

Famicom Pal + 2 Joy pads + 2 Free Games	339.00
Bomb Buzal	39.00
F-Zero	43.00
Final Fight	48.00
Gradius III	48.00
Pilot Wings	48.00
Populus	48.00
Sim City	CALL
Super Mario World	43.00
Hole in One Golf	43.00
R-Type II	CALL
SD The Great Battle	43.00

LYNX

Lynx console + power supply + California games 117.00

Blue Lightning, Electrocop, Klax, Ms. Pac-Man, Paperboy, Roadblasters, Robo Squash, Rygar, Slime World, Xenophobe, Zarlor Mercenary.

All Above Games	27.00
Lighter Power Adaptor	11.95

SEGA GAME GEAR

Sega Gamegear	99.95
Sega Gamegear, and 3 games	159.95
Super Monaco	24.00
Columns	24.00
G-Loc	24.00
Junction	24.00
Pengo	24.00
Sokoban	24.00
Wonderboy	24.00

We also buy and part exchange used cartridges. Many more items for other consoles and computers in stock please phone for more details and ask for ADAM or PETE, or call in to the shop.

GAMEBOY

Gameboy + game	59.00
Gamelight	9.99
Game Pack Carry case	7.99
Hard Carry case	9.99
Light Boy	19.99
AfterBurst	24.00
Batman	28.00
Boxing	19.00
Boulder Dash	24.00
Bugs Bunny	28.00
Dragon Man	24.00
Ghostbusters II	28.00
Mickey Mouse	24.00
Paperboy	24.00
Pinball	24.00
Robocop	28.00
Solar Striker	19.00
Soccer Boy	24.00
Spiderman	24.00
T.M.N. Turtles	24.00
Wrestling	24.00
Zoids	24.00

MEGADRIVE

UK Megadrive + Joypad	184.95
JPN Megadrive & 033 game	159.95
JPN Game Adaptor	14.00
Arcade Power Stick	39.00
Scart Lead	15.00
Stereo Lead	8.95
A. Palmers Tournament Golf	33.00
Aero Blasters	33.00
After Burner II	38.00
Alestra Mushsa	33.00
Battle Squadron	38.00
Celtics vs Lakers	42.00
Curse	19.00
Dangerous Seed	33.00
Darius II	33.00
DJ Boy	19.00
Elemental Master	28.00
Fatman	28.00
Forgotten Worlds	33.00
Gaiares	38.00
Ghostbusters	33.00
Granada X	38.00
Hard Drivin	33.00
Heavy Unit	38.00
Hell Fire	19.00
Herzog Zwei UK	33.00
Italia 90	33.00
Insector X	33.00
J. Madden American Football	38.00
Joe Montana Football	38.00
Junction	28.00
Ka Ge Ki	38.00
Klax	23.00
Magical Hat	28.00
Mickey Mouse	24.00
Ringside Angels	33.00
Same Same Same	31.00
Shadow Dancer	33.00
Strider	33.00
Super League Baseball	33.00
Super Monaco GP	33.00
Super Real Basketball	33.00
Sword of Sodan	38.00
Sword of Vermilion US	37.00
Technocop	38.00
Thunder Force III	37.00
Trampoline Terror	38.00
Whip Rush	19.00
Volfield	28.00

NINTENDO

Nintendo Action Set	99.00
New Advantage	37.00
Nes Max Turbo	28.00
Python 2 Joystick	9.99
Cart Cleaning Kit	9.99
Bayon Billy	37.00
Black Manta	35.00
Double Dragon	37.00
Double Dragon II	37.00
Mega Man II	38.00
Paperboy	38.00
Pinbot	37.00
Probotector	37.00
Snake Rattle Roll	37.00
Solar Jetman	38.00
Stealth ATF	37.00
Super Mario II	38.00
Super Off Road	37.00
World Wrestling	37.00

Call for all second hand Swaps and Games

PC ENGINE

PC GT Hand Held & Free Game	285.00
Core Grafix and Bloody Wolf	159.95
5 player adpt	24.95
XE8 Joystick	29.95
Afterburner II	35.00
Chase HQ	35.00
Cyber Core	35.00
Devil Crush	38.00
Golf	35.00
Heavy Unit	35.00
Mr. Heli	35.00
New Zealand Story	35.00
Operation Wolf	35.00
Powerdrift	35.00
Psychic Chaser	35.00
Rabio Lepus	38.00
Splatterhouse	35.00
Space Harrier	35.00
St Dragon	35.00
Wonderboy In Mons	35.00
W-wing	35.00

Name .....

Address .....

.....

.....

Post Code ..... Tel .....

Item	Cost
	£
	£
	£
	£

Add £1 per order — Sub Total £

plus £5 per console for p+p — £

total £

Expiry Date _____

Signature _____

CHEQUE / P.O. / ACCESS / VISA / MASTER CARD

VISA

PRO GAMES

Access

TEL (081) 769 9937 **FAX (081) 769 4688**

MEGADRIVE GAME GEAR NEO GEO LYNX

FAMICOM PC ENGINE GAME BOY NINTENDO

MEGADRIVE

HARDWARE

Megadrive PAL + Game	£164.95
Megadrive Pal	£144.95
UK\Med-Com Convertor	£ 14.95
Scart Lead (For use with monitors or tv/scart	£ 12.95
Arcade Power Stick	£ 39.95
Control Pad	£ 14.95
Megadrive Carry Case	CALL

GAMES

Aero Blaster	£34.95
Alisa Dragon	CALL
Atomic Robo Kid	£34.95
Batman	£34.95
Battle Squadron	£37.95
Bimini Run	CALL
Blue Alamac	CALL
Budokan	£39.95
Columns	£29.95
Crackdown	£34.95
Cross Fire	CALL
Dangerous Seed	£34.95
Darius II	£44.95
Dick Tracy	CALL
DJ Boy	£32.95
Elemental Master	£34.95
E.S.W.A.T	£32.95
Final Blow	£34.95
Gaires	£39.95
Gallaxy Force	CALL
Gain Ground	£34.95
Ghouls 'N' Ghosts	£39.95
Ghost Busters	£32.95
Golden Axe	£33.95
Gynoug	CALL
Hard Drivin	£34.95
Heavy Unit	£34.95
Hellfire	£34.95
Hero Master	CALL
Hurricane	CALL
John Madden's Football	£39.95
Joe Montana Football	£39.95
Ka Je Ki	CALL
Klax	£33.95
Lakers V Celtics	£34.95
Magical Hat (turban)	£34.95
Master Golf	£34.95
Micky Mouse	£34.95
Midnight Resistance	CALL
Moonwalker	33.95
Musha Aleste	£34.95
New Zealand Story	£34.95
Pop Breaker	CALL
Populous	£39.95
Rainbow Islands	£39.95
Ringside Angel	£34.95
Road Blasters	CALL
Shadow Dancer (Super Shinobi II)	£34.95
Shining Darkness	CALL
Sonic The Hedgehog	39.95
Spiderman	CALL
Star Cruiser	£39.95
Strider	£38.95
Super Airwolf	CALL
Super Monaco GP (PAL)	£34.95
Super Shinobi	CALL
Sword Of Vermillion	£49.95
Target Earth	CALL
Technocop	£39.95
Thunder Force III	£38.95
Trampoline Terror	£34.95
Volfiev	£34.95
Wonderboy III	£34.95
Worldcup Soccer	£34.95
Wrestle War	CALL

FAMICOM

HARDWARE

Super Famicon + 2 Games	£299.95
Super Famicon Pal + 2 Games	£349.95

GAMES

Act-Razor	£ 44.95
Big Run	£ 49.95
Bombuzal	£ 44.95
Final Fight	£ 44.95
Gradius III	£ 44.95
Hole In One Golf	CALL
Pilots Wings	£ 44.95
Populous	£ 49.95
Sim City	CALL
Super Mario World	£ 44.95
S War Zero	£ 44.95
R Type II	£ 49.95
Ys III	CALL

NEO-GEO

HARDWARE

Neo-Geo + Convertor	£384.95
Neo-Geo Carry Bag	£ 24.95
Joy Stick	£ 49.95

GAMES

Baseball Stars	£149.95
Blue Journey	£189.95
Bowles	£189.95
Cyber Clip	£169.95
Joy Joy Kid	£189.95
King Of The Monsters	£189.95
Magician Lord	£149.95
Nam 1975	£149.95
Ninja Combat	£189.95
Puzzled	£189.95
Riding Hero	£149.95
Super Golf	£149.95
Super Spy	£189.95

GAME GEAR

HARDWARE

Game Gear (handheld Console) + Free Game	£149.95
TV Adaptor	CALL
Power Pack	£ 14.95

GAMES

Colums	£ 24.95
G Loc	£ 24.95
Junction	CALL
Pengo	£ 24.95
Soko-Ban	CALL
Super Golf	CALL
Super Monaco GP	£ 24.95
Wonderboy	£ 24.95

GAME BOY

HARDWARE

Game Boy	£59.95
Game Boy Case (carry all or tote)	£17.95
Light Boy	£29.95
Game Light	£ 9.95

GAMES

Batman	£24.95
Boulderdash	£24.95
Bubble Bobble II	£24.95
Castlevania	£23.95
Chase HQ	£24.95
Double Dragon	£24.95
Duck Tales	£24.95
Final Fantasy	£29.95
Gargoyles Quest	£23.95
NFL Football	£24.95
T M N T	£24.95
Pipe Dream	£24.95
Robocop	£24.95
Spiderman	£24.95
Super Mario Land	£23.95
WF Superstars	£24.95

NINTENDO

HARDWARE

T M N T Game Pack	£79.95
Action Pack	£99.95

GAMES

Airwolf	£34.95
Bionic Commando	£39.95
Bobble bubble	£24.95
CastleVania	£29.95
Double Dragon II	£39.95
Ghost + Goblins	£24.95
Mega Man II	£39.95
Pro Wrestling	£29.95
Robocop	£39.95
Super Mario II	£39.95
Tetris	£24.95
World Wrestling	£34.95

PC ENGINE

HARDWARE

PC Engine Pal + Free Game	£169.95
PC Engine Hand Held	£299.95
Super Graphic Pal or Scart	£279.95
Five Player Adaptor	£ 23.95
Control Pad	£19.95

GAMES

Batman	£34.95
Bomber Man	£34.95
Devil Crash	£34.95
Die Hard	£34.95
Don Doko Don	£34.95
Final Blaster	£34.95
Jackie Chan	CALL
New Zealand Story	£34.95
Operation Wolf	£34.95
PC Kid	£33.95
Power Drift	£34.95
Super Star Soldier	£34.95
Thunder Plade	£34.95
W-Wing	£34.95

ALL GOODS SENT BY FIRST CLASS MAIL.

GUARANTEE ON ALL GOODS.

PERSONAL CALLERS WELCOME.

FULL RANGE OF GENESIS GAMES.

IF NOT LISTED PLEASE PHONE.

HELP AND REPAIR SERVICE AVAILABLE.

MAIL ORDER: 21 RIGGINDALE ROAD, STREATHAM, LONDON SW16 1QL

SHOP: 10 MITCHAM LANE, STREATHAM, LONDON SW16 6NN

RAVE

COUNTDOWN

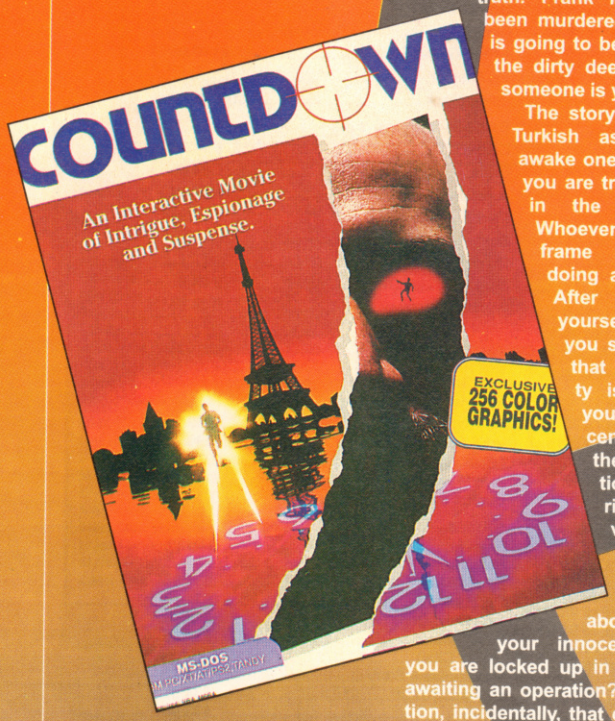
The CIA have lost their Section Chief and their top agent is missing. Who they gonna call? Les Ellis?

The Central Intelligence Agency (or Caught In the Act, as they are better known) have come across some top secret information on an international terrorist group and you, as Mason Powers, are called in to brief your section head, Frank McBain.

Sounds simple enough, but nothing could be further from the truth. Frank McBain has been murdered; someone is going to be framed for the dirty deed; and that someone is you.

The story starts in a Turkish asylum. You awake one day to find you are trapped within the institution. Whoever wanted to frame you was doing a good job. After gathering yourself together, you soon realise that your priority is to prove your innocence, crack the international spy ring and prevent a global disaster.

But how do you go about proving your innocence when you are locked up in an asylum awaiting an operation? An operation, incidentally, that could leave you more than a little screwed up. Breaking out of the asylum is only



Your ultimate goal is to piece together everything that happened before your "blackout". Only then can you start to discover what you must do to clear your name. That's the easy bit, actually clearing your name is the tricky part.

Stunning sound and graphic routines are a trademark of this new and emerging movie-feel genre. Access's innovative RealSound™ system allows digitised speech and music to be played over the normal PC speaker – and damn find it sounds too.

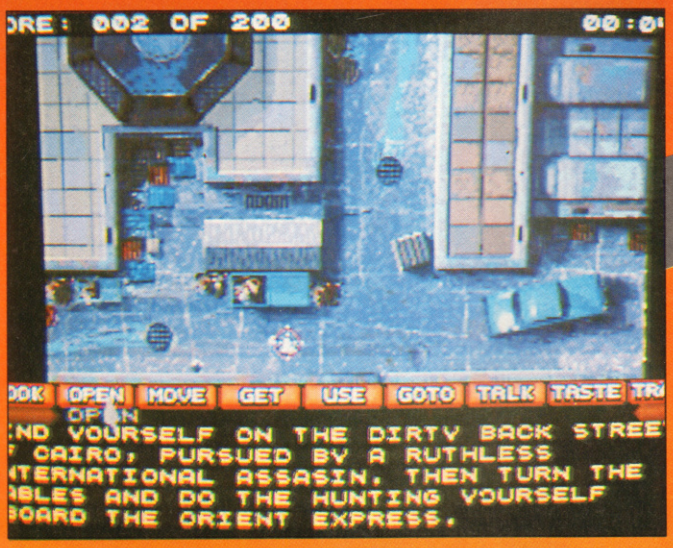
RESPECT YOUR ELDERS

In your dealings with the characters, you can act in several ways. You can either be helpful and pleasant or you can hassle them and try to bluff them, depending on how stupid they are. Different combinations of these will produce different results – it's very much trial and error. For example, when you bluff someone, you can pretend to be someone you're not and promise things you can't deliver.

Entomology = the study of insects and bugs.

WN

Who set you up, and more importantly why? Vital clues will be revealed to you by the flashbacks that you seem to suffer from.



I SPY

James Bond – The grandfather of celluloid spies, although the stars playing him are getting younger.

James Pond – A very British character, star of screen and microchip.

Harry Palmer – Played by Michael Caine, the trendy spy of the Sixties.

Dan Aykroyd and Chevy Chase – The world-saving stars of Spies Like Us.

Julian Boardman – Well, he does play I-Spy a lot.

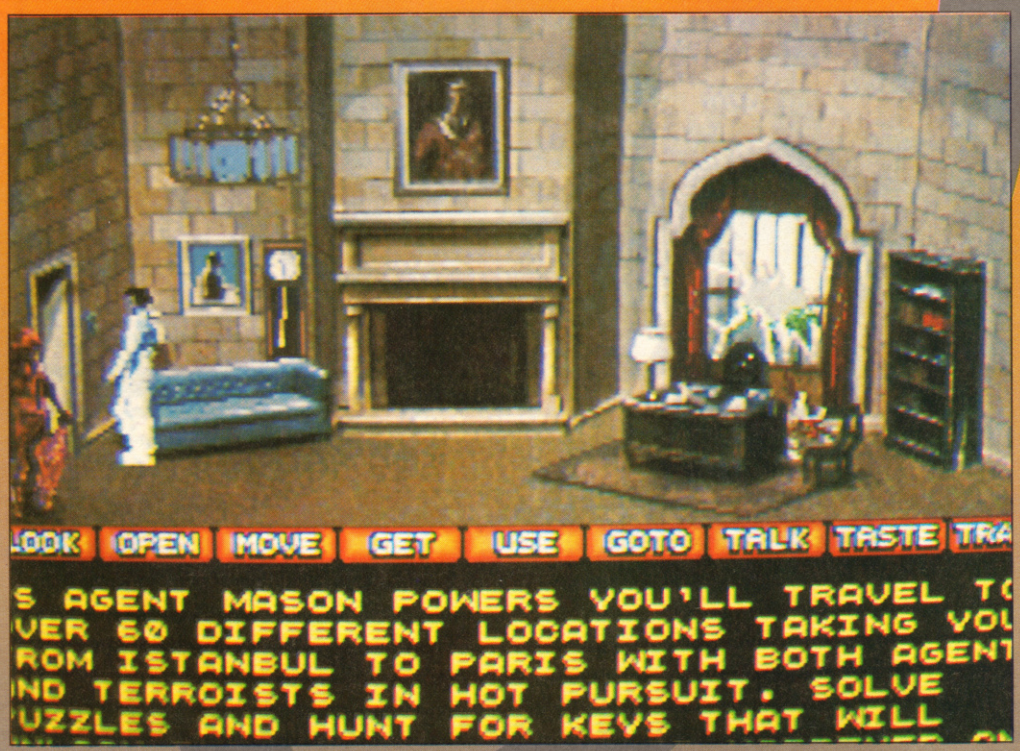
THE LAD'S A CAD

After escaping from the mental home, you will find the CAD (Computer Access Device). This handy little number lets you establish a link with the main CIA computer in Langley, Virginia. It allows you analyze items or gather information on any names you may have picked up.

the start, you will need to travel the world in the desperate search for clues. But watch your back as the enemy have you covered for most of the journey.

You are able to interact with all the other characters and even strike up semi-intelligent conversations with some of them. In fact, the whole game has an interactive movie feel to it; you almost feel sorry for the attendant at the asylum (and almost throw up when he speaks of lobotomies and bug eating).

Just a couple of words of advice before you set out on your adventure: trust no-one. It seems nearly everyone has their own ulterior motive to hindering your progress. But don't hang around, you only have 96 hours to clear your name.



It makes a pleasant change from saving the world as this time our CIA agent only has to clear his name. Someone out there wants Mason Powers locked up or, even worse, dead. He has been viciously and quite wrongly accused of murdering his boss, Frank McBain. Strange, really, because Frank was just about to learn of Mason's groundbreaking info on some terrorists.

IBM PC

GRAPHICS **91%**
- ✓ Detailed and colourful VGA scenes.
- ✓ Wonderfully illustrative.

SOUND **90%**
- ✓ RealSound™ gives great PC sound.
- ✓ Supports all major sound boards.

PLAYABILITY **92%**
- ✓ Simple icon-driven system.
- ✓ Very interactive and addictive.

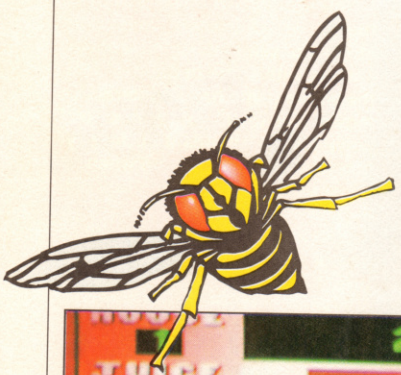
ACCESS/US GOLD
£29.99 ● OUT NOW

91%

Oglomology = the study of the opposite sex.

EXTERMINATOR

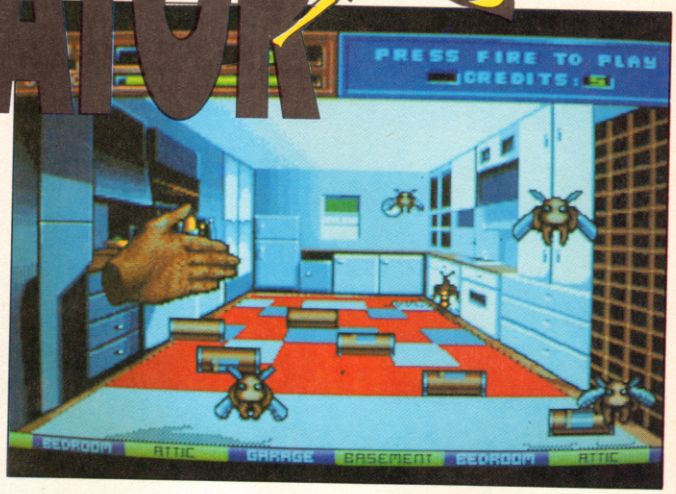
Being the only one in the RAZE offices who doesn't suffer from arachnophobia, Les Ellis grabbed his hairspray to tackle the latest bug-buster



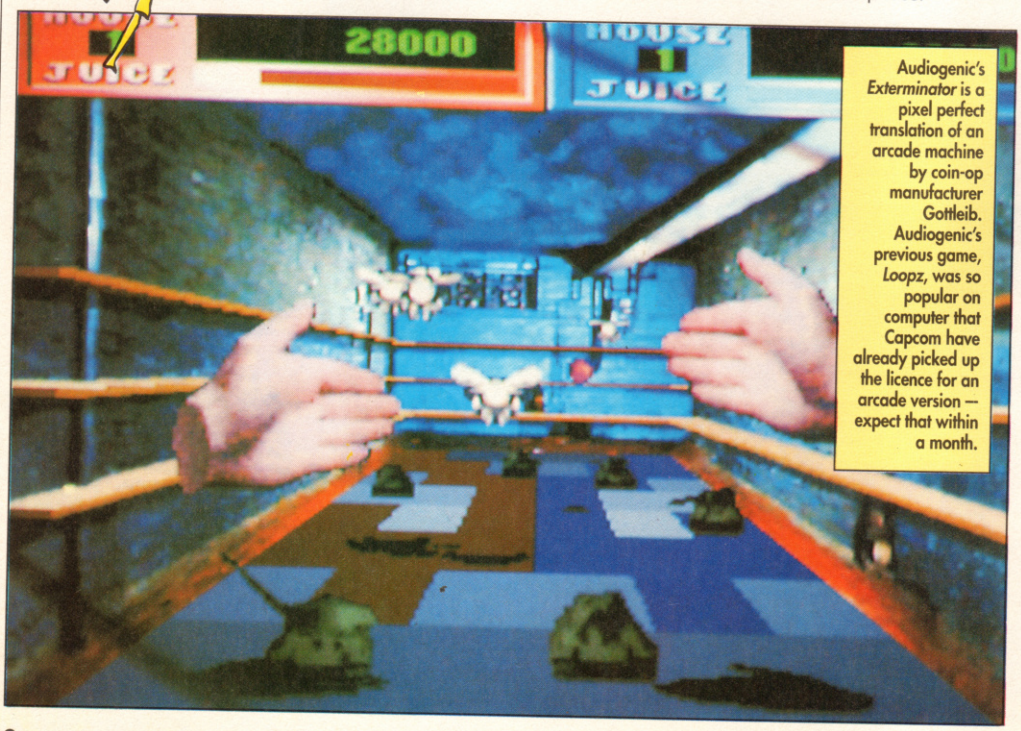
The city of Chicago was hot – damn hot. Which is alright if you're with a lady, but not much good in Chicago. The city was suffering from the longest heatwave it had been under in a long time.

As the people of Chicago bathed under the summer sun, a great menace invaded the city, bringing to life all the inanimate objects around it. Throughout the suburbs, kids' toys began walking, cola cans started waddling down the highway; the whole area was getting out of control. There was only one man who could deal with a situation like this: The Exterminator (a sort of cross between the Equalizer and the Terminator).

Jumping into the overalls of The Exterminator, you must travel through the city, entering seven houses and clearing them of the offending bugs. Every bug you kill earns you a coloured floor tile. When your tiles cover more than half the floor space of the room you are in, the area is cleared and you can continue on to the next of the five rooms. The game also contains a simultaneous two-player mode where both players compete against each other to obtain half of the room's squares.



Some handiwork to do in the kitchen. You'll need to crush those tin cans and squash the bugs to progress from this screen. When you have cleared this house, there are another six to do.



Audiogenic's *Exterminator* is a pixel perfect translation of an arcade machine by coin-op manufacturer Gottlieb. Audiogenic's previous game, *Loopz*, was so popular on computer that Capcom have already picked up the licence for an arcade version – expect that within a month.

IBM PC — VIRGIN — £24.99 ● 13 MARCH

AMIGA

GRAPHICS 80%
✓ Good use of colour in rooms.
✓ The sprites contain some cute detail.

SOUND 79%
✓ Delightfully quaint tunes.
✓ Grotesque splatting effects.

PLAYABILITY 82%
Takes time to master.
✓ Addictive due to its strange content.

AUDIOGENIC £24.99 ● OUT NOW 80%

ATARI ST

GRAPHICS 80%
✓ Identical to the Amiga version.
✓ Impressive detail.

SOUND 84%
✓ Super use of ST chip.
✓ Extra music on 1Mb machines.

PLAYABILITY 82%
✓ Weird but fun.
✓ Takes time but is very addictive.

AUDIOGENIC £24.99 ● OUT NOW 82%

The common housefly can transmit 30 diseases to Man.

THE 1990 ATARI ST PRODUCT GUIDE

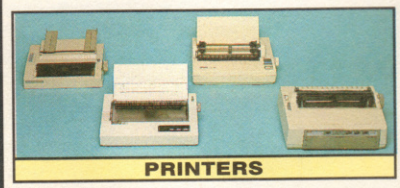
PERIPHERALS & ACCESSORIES

FLOPPY DISK DRIVES

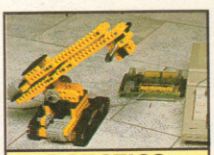
MONITORS

JOYSTICKS

SCANNERS


PRINTERS

DISK BOXES


ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE!

THE UK's No 1 GUIDE TO THE ATARI ST AND ITS FREE!

If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

PERIPHERALS:

Robotics	Clocks	Floppy Disk Drives
Hard Disk Drives	Emulators	Graphic Tablets
MIDI/Music	Modems	Modulators
Monitors	Mouse controllers	Plotters
Printers	Scanners	Scientific Equip
Sound Digitisers	Sound Samplers	Video Enhancers

ACCESSORIES:

Cables	Cleaning Kits	Disks
Disk Boxes	Dust Covers	Joysticks
Monitor Access	Mouse Access	Power Supplies
Printer Labels	Printer Paper	Printer Ribbons
Stands	Upgrades	

BOOKS:

ST Dedicated	68000 Processor	General Computing

SOFTWARE - ENTERTAINMENT:

Arcade Games	Compilations	Advanced Sims
Sport Sims	Adventures	Board & Strategy

SOFTWARE - PRODUCTIVITY:

Art & Graphics	Accounts	CAD
Communications	Databases	Desktop Publishing
Education/Childs	Music	Programming
Spreadsheets	Utilities	Word Processors

SOFTWARE & BOOKS

ARCADE GAMES

ART & GRAPHICS

EDUCATIONAL

MUSIC

BOOKS

& STILL MORE!
RETURN THE COUPON NOW!

COMPLETE & RETURN THE COUPON FOR YOUR FREE COPY ▶ OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE

FROM SILICA SHOP - THE ATARI SPECIALISTS

Silica are the UK's No 1 Atari Specialists. We have been established for over 12 years, and have an annual turnover of £10 million. With our experience and expertise, we can claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon for our latest free literature and begin to experience the "Silica Service".

SILICA SHOP

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-309 1111**
Order Lines Open:	Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	**Tel: 071-580 4000**
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-323 4737
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	**Tel: 071-629 1234** x3914
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-495 8321
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-302 8811**
Opening Hours:	Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No: 081-309 0017

To: Silica Shop, Dept RAZE 0491-37, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A FREE ST PRODUCT GUIDE

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

.....

Postcode: ..... Tel: .....

Which computer(s), do you own? .....

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

RAVE

LINKS

After pulling him off Gates of Zendacon and California Games, we finally got Les Ellis to play with the right Links

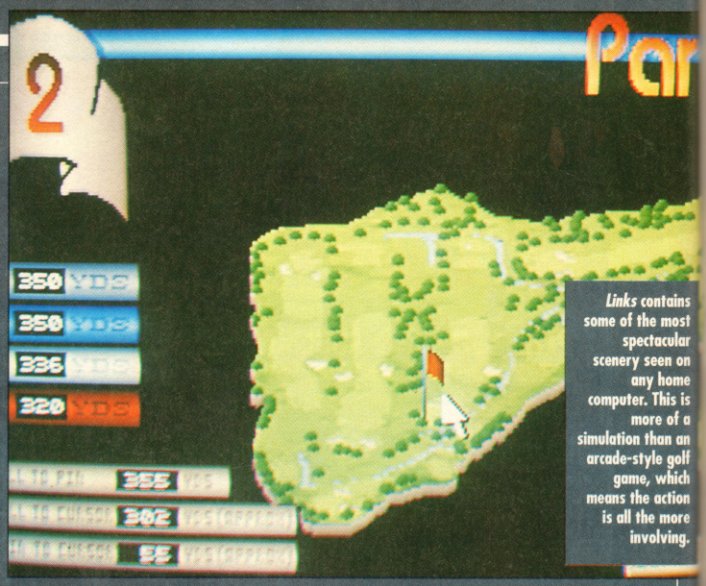
Golf is a game that I find very hard to take seriously. If you ignore the actually pointlessness of walking around the countryside knocking balls into holes, you can't fail to notice the rather dubious fashion of the world's golfers. Of course, with salaries the size of the NHS budget, the tournament golfers do have the last laugh.

There seems to be a resurgence in the popularity of golf games recently. The startling success of *Arnold Palmer Golf* is proof in the Sega pudding, but what of other computers? *Leaderboard* is still the best around, so it was with trepidation that I loaded *Links* – I was to be pleasantly surprised.

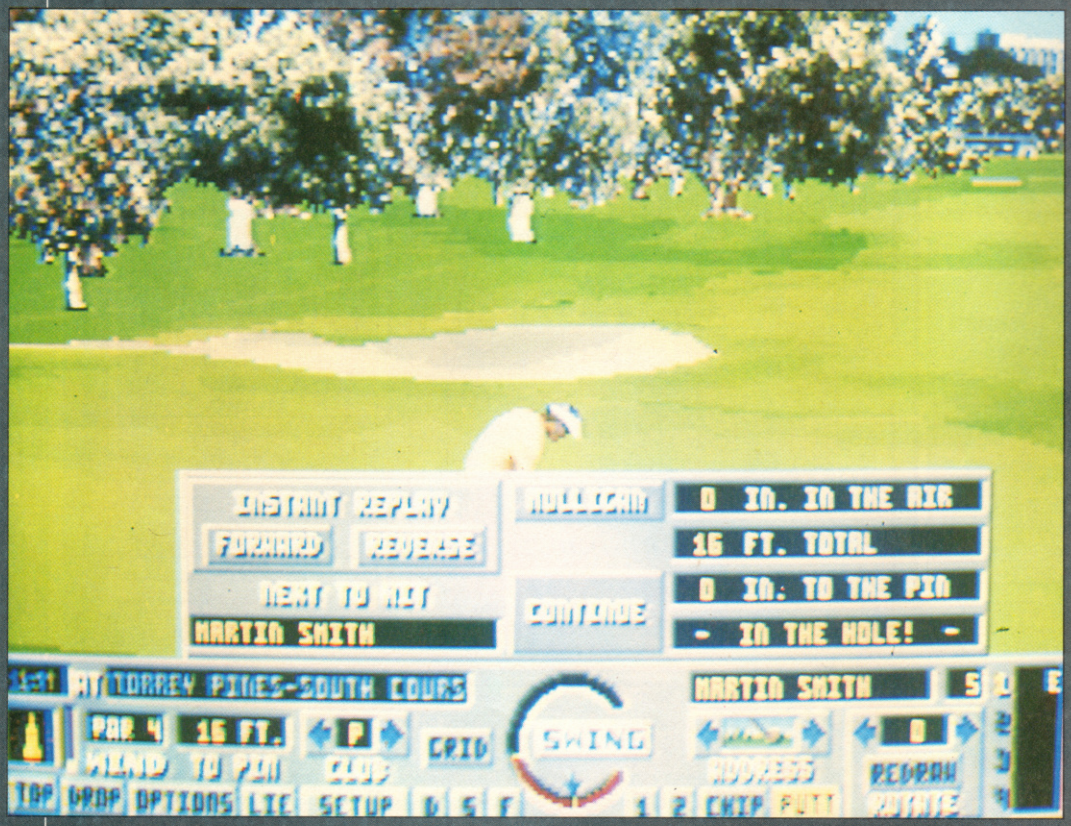
Links allows up to eight players to partake in a round of golf at the Torrey Pines golf course. If this seems a bit limiting then other course disks are on their way at the rate of one every couple of months. The game can be played over all 18 holes or just nine if you can't hack the pace. There is also a very useful practice mode where you can go on the driving range or show off your chipping and putting techniques.

One of the unique features that makes this game so damn playable is the replay mode where you can view your shot, either from behind the lie or from the hole. In today's dynamic market, it may be an obvious feature, but till now this useful option has been lacking from any golf game. Using the replay function, you can view your stance, see the power of the club you chose, and even watch the wind blow the ball from one side of the green to the other.

Golf games are usually very little more than a direct conversion of the rudiments of the real thing. *Links* is much more than that. The game contains everything you could need in a golf simulation. This has got to be the best golf game on any home computer.



Links contains some of the most spectacular scenery seen on any home computer. This is more of a simulation than an arcade-style golf game, which means the action is all the more involving.



The main control panel may look complex but it is remarkably easy to master. The round dial in the middle indicates the power and snap of your swing. Obviously, Links is best played with a mouse.

ON THE TRAIL OF THE LONESOME PINE

The Torrey Pines golf course is located in San Diego, right on the edge of the Pacific ocean. Some of the fairways cling to the steep canyon ledges which drop 300 feet to the sea. The sea wind can also prove a hazard, not because of its strength but due to its confounding nature. Torrey Pines is the home of the Shearson Lehman Hutton Open, one of the most popular tournaments on the PGA Tour.

IBM PC

GRAPHICS **95%**
✓ Beautiful animation on the golfer.
✓ Immense detail – even ball washers!

SOUND **88%**
✓ Supports all the popular soundboards.
✓ Use of wildlife and commentary effects.

PLAYABILITY **93%**
✓ The best golf sim ever!
✓ Unbelievable in multi-player mode.

ACCESS/US GOLD
£34.99 ● OUT NOW

93%

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK

Commodore A500 Flight Of Fantasy

£399 INC VAT

A500 BATMAN PACK

The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Batman The Movie	£24.95
New Zealand Story	£24.95
Interceptor	£24.95
Deluxe Paint II	£49.95
TOTAL RRP:	£549.78
Less Pack Saving:	£150.78
PACK PRICE:	**£399.00**

£399 INC VAT

AMIGA 2000

For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 +VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:
The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE / ROBOT MONSTERS:
Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:
Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

F29 RETALIATOR:
The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers ... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Deluxe Paint II	£49.95
Escape/Robot Monsters	£19.99
Rainbow Islands	£24.95
F29 Retaliator	£24.95
TOTAL RRP:	£544.82
Less Pack Saving:	£145.82
PACK PRICE:	**£399.00**

£399 INC VAT

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP
THE UK's No1 AMIGA SPECIALISTS

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY: On all hardware orders shipped in the UK.
TECHNICAL SUPPORT HELPLINE: Team of Amiga technical experts at your service.
PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.
ESTABLISHED 12 YEARS: Proven track record in professional computer sales.
£13M TURNOVER (with 60 staff): Solid and reliable with maintained growth.
BUSINESS/EDUCATION/GOVERNMENT: Volume discounts available for large orders.
SHOWROOMS: Demonstration and training facilities at our London & Sidcup branches.
THE FULL STOCK RANGE: All of your Amiga requirements from one supplier.
FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.
PAYMENT: By cash, cheque and all major credit cards.
CREDIT PAYMENT TERMS: Silica are licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Shop Service".

RETURN THE COUPON NOW FOR FREE BROCHURES

SILICA SHOP

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-309 1111**
Order Lines Open:	Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA		**Tel: 071-580 4000**
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-323 4737
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-302 8811**
Opening Hours:	Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No: 081-309 0017
BUSINESS/EDUCATION:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-308 0888**
Order Lines Open:	Mon-Fri 9.00am-6.00pm	Closed on Saturdays	Fax No: 081-308 0608

To: Silica Systems Ltd, Dept RAZE0491-32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

.....

Postcode: ..... Tel: .....

Which computer(s), if any, do you own? ..... A2000 ☐

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

HACKS & STACKS

THE WARNING

A memo intercepted by an erstwhile agent (RIP).

TO: Dr Maybe at F.I.5.H. HQ
FROM: Agent Fishenchipski

My dear Doctor

We have set Mr Pond 12 separate missions to solve with a time limit on each. Within each mission there can be up to four sections. Each section is connected by a large black hole to another section. If the countdown clock manages to reach ten, one of our agents will be dispatched to track Mr Pond down and finish him.

There are many things for Mr Pond to discover in the missions – far too many for one small orange fish to find in an entire lifetime. Some have been designed to help him, some to lure him, some to trap him but most of them are designed to kill him! We are confident that there can be only one outcome for Mr Pond – failure!

Here is my report on the various treasures, traps and perils that we have prepared for Mr Pond...

THE SECRET ROOMS

There are three types of secret room. They are well hidden and appear as small or large holes in the seabed. They can have three different entrances, from the left, from the right and from below you. To enter one, Pond must go through the hole. If he leaves any secret room then tries to re-enter, that room will become a bad room.

Good Rooms: They contain many bonus point items and sometimes contain yellow (extra energy) starfish. In the later levels, these rooms can be full of super bonus items or whisky bottles (giving Pond a massive bonus and a heavy hangover).

Bad Rooms: Contain enemies and a bonus letter (see "Collecting Letters").

Neutral Rooms: Contain large chests. When the chest is touched, a number of items will pop out, some good, some bad. It is up to Pond to collect what he needs.

COLLECTING LETTERS

All bad secret rooms contain a letter (positioned in the centre of the room). Pond will receive 50 points for collecting a letter. The letters make up his name. Whenever Pond returns home, he will find that the letters he has collected are glowing. When they are all collected and Pond returns home, he will receive a bonus of 10,000,000 points. A complete set of letters can be collected up to three times.

MUSHROOM TRANSPORTERS

All mushrooms transport Pond to another place within the section that he is in. To use one he must simply swim onto it. (Note: if Pond is above water he must push up while hopping on one.) There are two types of mushroom (but both look the same).

Mushroom to mushroom transporters: This type of mushroom is joined to another "twin" mushroom and by using the two mushrooms, Pond will be transported between them. They can be very useful to get him to inaccessible areas or to help Pond skip areas of the map where a large number of items have to be ferried through.

Mushroom to drop-off transporters: This type of mushroom will not do anything until Pond has successfully dropped off an item for a mission in the same section as the mushroom. Then whenever he uses the mushroom, it will magically transport him to the place where he last dropped off a mission item.

SWITCHED WALLS

Most switched walls have a "twin" wall elsewhere in the same section. By touching the switch (a small red bobble on the seabed or a ledge) a sound will be heard to indicate that one of the walls has disappeared and another has appeared. The walls can be toggled off in this way using the switch.

ALTERNATING WALLS

Most alternating walls also have a "twin" wall elsewhere in the same section. One of the walls will auto-

PASSWORDS

Amiga: type in "JUNKYARD" and hit return whilst playing the game.
Atari ST: type in "MR2" and hit return whilst playing the game.
You can now use the following keys on both versions.
RETURN toggles the cheat mode on and off. When on, a fairy will float around Pond and protect him.
D makes the locks disappear from the next mission pipes.

matically appear and the other will disappear at regular timed intervals.

DISAPPEARING WALLS

These can only be found above water and will disappear when Pond tries to jump on them. They are usually used in traps and can be easily detected as such if there happens to be something nasty lurking underneath.

APPEARING WALLS

These can only be found above the water and will suddenly appear out of thin air if Pond walks on one.

OYSTERS

Oysters can be found on certain missions. When Pond touches one, the oyster will follow Pond and kill up to eight enemies. it cannot leave the section it was found in.

EXTRA ENERGY GRUBS

Grubs bounce up and down. More energy will be gained if the grub is caught whilst he is bouncing upwards.

MAD SCIENTISTS

These clever devils teleport out of thin air. They always teleport to where you were a few seconds before so it is advisable to keep on the move. Because they are so tough they only appear in missions 11 and 12.

JELLYFISH

Found in missions four, six and ten. Pond will need special x-ray sunglasses to see them.

PELICANS

A pelican crossing can be found on missions two and five. The pelican crosses back and forth just above the water. If Pond stays too close to the surface of the water, the pelican will swoop down and attempt to pick him up. He will then drag Pond through the air for a short time before dropping him back into the water.

PUFFA FISH

The puffa fish appear in mission five. They have been given strict orders to run off with toxic waste canisters to stop Pond from dumping them back on land.

SQUID

Squid appear in missions 3 and 11. If Pond comes into contact with a squid then everything will black-out for a few seconds.

HARDWARE INSTRUCTIONS

Helmet – The helmet will enable Pond to breathe above water for much longer periods of time.
Shades – Enable Pond to see the otherwise invisible jellyfish underwater.
Top Hat – When worn, the top hat will reduce the amount of damage taken from enemies.
Ray Gun – This weapon has two uses. Firstly, underwater it saves you the trouble of having to bubble the enemy and pop them (when hit with the ray gun, enemies will pop instantly). Secondly, the ray gun can be fired above water so that you can kill certain land-based enemies that you wouldn't normally be able to kill.

EXPLODING RUBBER DUCKS

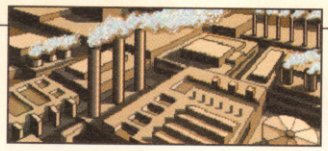
There are four of these lying around in mission six. The ducks will explode and kill Pond if he touches them.

EXTRA DYNAMITE

For use in mission three, this can be found in Pond's home pipe.

Does James Pond suffer from unsightly algae on his surface?

BUDGET BLITZ

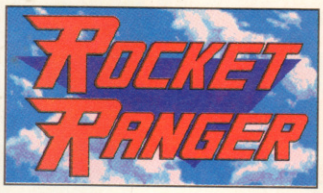


Putting all his official Government business aside for a few moments, *Sir Ivor Tightwallet* scans the budget market and finds a few scorchers

ROCKET RANGER
MIRROR IMAGE ● £9.99

It goes without saying that *Rocket Ranger*'s amazing graphics and sound won the admiration of the country's gamesplayers when it was released in 1988. Unlike some Cinemaware games, it seems to have improved with age and is still a stonker of a game.

Your objective is to halt the spread of Hitler's evil forces, find a clever professor and win over his daughter



– all in the style of a Fifties B-movie.

There's a clever mix of arcade action and strategy as you assign your spies to foreign countries. From abroad they report back to you, informing you of any enemy movements and titbits they've found out. From this information you must plan your route around the globe, visiting certain countries whilst conserving your fuel.

The game is made up of many action scenes, all linked together with superb intermission screens. After completing the take-off procedure, you could find yourself battling German fighters in the sky, grenading jungle bases, or even fighting women on the moon. Your main objective is to stop Hitler getting control of the world's priceless lunarium supplies. Not only does this stuff power your rocket pack, but it will also help Hitler in his attempts to take over the world.

Disk accessing is a bit wild, so it could be well worth laying out a bit of cash on an extra disk drive (about £70). Every computer owner should have a copy of *Rocket Ranger* – at £9.99 it's a steal.

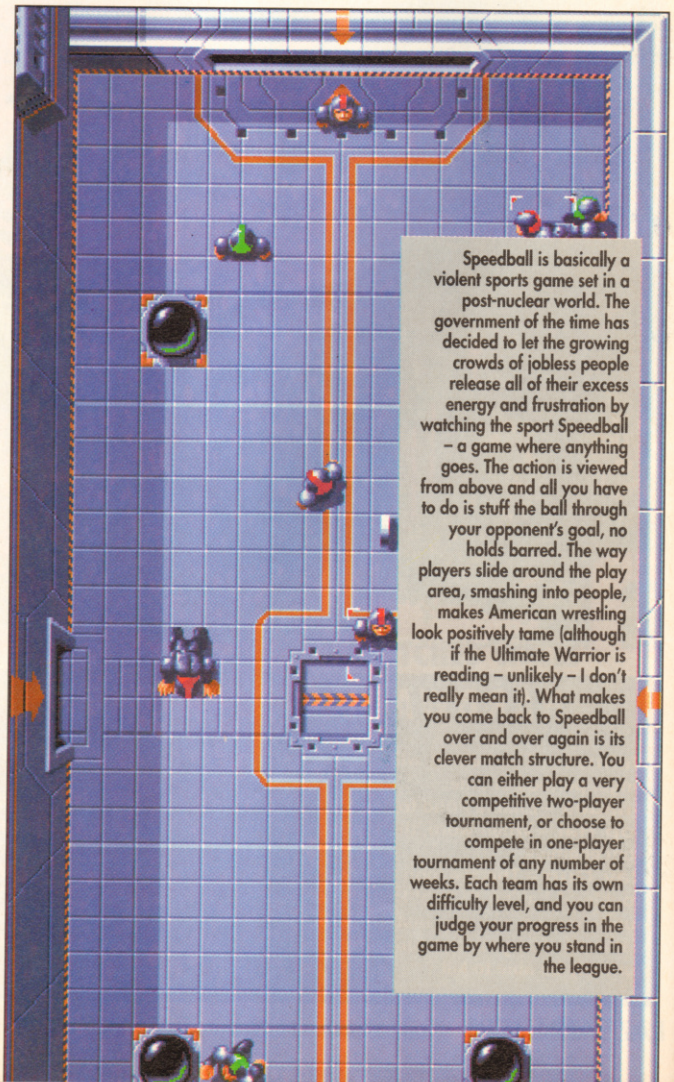
If you don't carry enough lunarium in Rocket Ranger, you will not quite make it to your destination – and what goes up...

AMIGA 88%
ATARI ST 82%
IBM PC 84%

SPEEDBALL
MIRROR IMAGE ● £9.99

When this game originally came out, it got reported to my able colleague Sports Minister Ken Ackered for the copious amounts of violence it portrayed. "More fights than Sylvester Stallone," the complaint read. Obviously, such a complaint soon got slam-dunked. Now that the game has been released on the Master System, and the sequel is already scoring a huge computer success, Mirror Image have decided to let newcomers relive the original. A super game that every computer owner should have.

AMIGA 92%
ATARI ST 91%
IBM PC 90%



Speedball is basically a violent sports game set in a post-nuclear world. The government of the time has decided to let the growing crowds of jobless people release all of their excess energy and frustration by watching the sport Speedball – a game where anything goes. The action is viewed from above and all you have to do is stuff the ball through your opponent's goal, no holds barred. The way players slide around the play area, smashing into people, makes American wrestling look positively tame (although if the Ultimate Warrior is reading – unlikely – I don't really mean it). What makes you come back to Speedball over and over again is its clever match structure. You can either play a very competitive two-player tournament, or choose to compete in one-player tournament of any number of weeks. Each team has its own difficulty level, and you can judge your progress in the game by where you stand in the league.

16-BIT HIT MACHINE

GREMLIN ● £24.99

Just lately, Gremlin have been winning everyone's praise (including our Transport Minister, D RiveusRoundthebend's) for their series of racing games. This month's featured compilation comes direct from those Sheffield speed freaks and contains a couple of racing games and two arcade adventures.

The first game on Hit Machine is a *Super Sprint*-style racing game called *Super Cars*. In my opinion this is far superior to the aforementioned game, although a drawback is that it's only a one player game.

The Government's Keep Britain Tidy plan is put into action in

Skidz, Gremlin's environmentally friendly BMX/skateboard game. You must ride around collecting all the rubbish from the city streets, whilst trying not to hit any of the townspeople or obstacles. You can make your job just that little bit more worthwhile by picking up some of the money lying around the streets, and people will also pay to see you perform stunts.

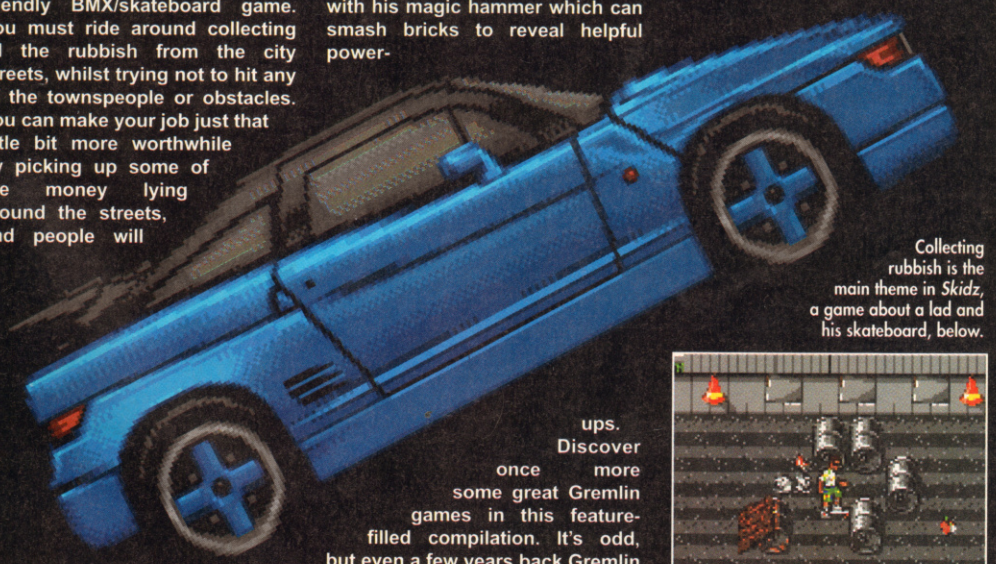
Here is the second of the nine tracks which appear in Super Cars. By winning races you can accumulate money which, when spent wisely, will buy you better weapons, a new engine and even a new car.

Switchblade is the weakest game of the compilation. You play Hiro the hero, last of the Bladeknights, a hi-tech warrior assigned the task of reassembling the 16 parts of the protective fireblade. The game's a very bland, unexciting arcade adventure and is not of the same ilk as the latest Gremlin smackers. Still, you always get one duffer on a compilation and this is it.

Last but not least (but close) comes *Axel's Magic Hammer*, a cute, arcade, platform game. You control the eponymous character who must rescue his beloved girlie who has been kidnapped by Nilmerg the dragon. Axel is armed with his magic hammer which can smash bricks to reveal helpful power-ups. Discover once more some great Gremlin games in this feature-filled compilation. It's odd, but even a few years back Gremlin were hot for car games.

AMIGA **80%**

ATARI **80%**



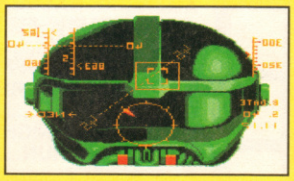
Collecting rubbish is the main theme in *Skidz*, a game about a lad and his skateboard, below.

BUDGET BITZ

★ As well as *Rocket Ranger* and *Speedball* on the Mirror Image label, you'll also be able to get *Carrier Command* and *Defender of the Crown*. All will be available on the Amiga, Atari ST and IBM PC for the paltry sum of £9.99.

★ Following the multi-format success of *Damocles*, Novagen have released two mission disks for it. The *Damocles Mission Disks 1* and *2* are available for £9.99 each on the Amiga and Atari ST.

★ 16 Blitz Plus are making a reappearance this month with the release of *Continental Circus*, *Double Dragon*, *Silkworm* and *Gemini Wing* on Amiga and Atari ST for £7.99. On the 16 Blitz label a game called *Yes Prime Minister* is being released for the IBM PC at only £4.99. Yep, now Joe Bloggs can catch a glimpse of the high life and take residence at Number Ten.



One of the most enjoyable two-player shoot-'em-ups makes it way into the budget market.

★ Code Masters seem to be having a quiet month on the 16-bit machines. This month's releases include *CJ's Elephant Antics*, where you must help CJ escape from a zoo and return to his homeland.

★ Those crazy boys from Liverpool, Psygnosis, have just announced sketchy details of their new budget label. Called Sizzlers (should be Psyzzlers really), the label will feature *Blood Money*, *Menace*, *Stryx* and *Infestation* as its first quartet of release. Price is unconfirmed at the moment, but should be around £9.99.

SUPER TIP

I set the Government Research Labs the task of checking out *Super Cars* for any little cheats and they came up trumps. My thanks go to Professor Tree and Professor Matt for the following snippets. When asked to enter your name on *Super Cars* type in RICH – you will now receive an absurd amount of money to buy the best car. Type in ODIE to access the second round.

YOUR SEGA SHOPPING LIST

MASTER SYSTEM 79.99
MASTER SYSTEM PLUS.....99.99
CONTROL PAD.....6.99
HANDLE CONTROLLER 39.99
LIGHT PHASER 29.99
LIGHT PHASER + CART.....44.99
RAPID FIRE UNIT.....5.99
CONTROL STICK.....14.99
MAINS ADAPTER 6.99
AERIAL ASSUALT.....29.99
ACTION FIGHTER.....12.99
AFTER BURNER.....29.99
ALEX KIDD.....24.99
ALEX KIDD – HIGH TECH.....29.99
ALEX KIDD – LOST STARS....29.99
ALEX KIDD – SHINOBI 29.99
ALIEN SYNDROME.....29.99
ALTERED BEAST.....29.99
AMERICAN BASEBALL 29.99
AMERICAN PRO-FOOTBALL 29.99
ASSUALT CITY.....29.99
ASTRO WARRIOR/PITPOT 24.99
AZTEC ADVENTURE.....12.99
BANK PANIC.....17.99
BASKETBALL NIGHTMARE 29.99
BATTLE OUTRUN.....29.99
BLACK BELT 24.99
BLADE EAGLE 3D 29.99
BOMBER RAID 29.99
CALIFORNIA GAMES.....29.99
CAPTAIN SILVER 29.99
CASINO GAMES 29.99
CHASE H.Q. 29.99
CHOPLIFTER 24.99
CLOUD MASTER 29.99
COLUMNS.....24.99
CYBORG HUNTER.....24.99
DEAD ANGLE 29.99
DOUBLE DRAGON 29.99
DOUBLE HAWK.....29.99
DYNAMITE DUX.....29.99
ENDURO RACER.....9.99
*E SWAT.....29.99
F16 FIGHTER 17.99
FANTASY ZONE 12.99
FANTASY ZONE TM 24.99
FANTASY ZONE 2.....24.99
FIRE & FORGET II.....29.99
*GAIN GROUND.....29.99
GALAXY FORCE.....29.99
GANGSTER TOWN.....24.99
*GAUNTLET.....29.99
GHOSTBUSTERS.....29.99
GHOST HOUSE.....17.99
GLOBAL DEFENCE.....12.99
GOLDEN AXE 29.99
GOLFAMANIA.....32.99
GOLVELLIUS.....29.99
GREAT BASEBALL 24.99
GREAT BASKETBALL 24.99
GREAT FOOTBALL 24.99
GREAT GOLF.....24.99
GREAT VOLLEYBALL.....24.99
*IMPOSSIBLE MISSION.....29.99
*INDIANA JONES.....29.99
*JUNGLE FIGHTER.....29.99
KENSEIDEN.....29.99
KUNG FU KIDD 24.99
LORD OF THE SWORD.....29.99
MAZE HUNTER 3D.....29.99
MIRACLE WARRIOR 32.99
MISSLE DEFENCE 3D 29.99
MONOPOLY 29.99
MY HERO 17.99
NINJA 9.99
OPERATION WOLF 29.99
OUT RUN.....29.99
OUT RUN 3D 29.99
*PAPER BOY.....29.99
PARLOUR GAMES 17.99
PENGUIN LAND.....29.99
PHANTASY STAR.....39.99
POSEIDEN WARS 3D 29.99
POWER STRIKE 24.99
PRO WRESTLING.....24.99
PSYCHO FOX.....29.99
QUARTET.....24.99
R.C GRAND PRIX.....29.99
R-TYPE.....29.99
RAMBO III.....29.99
RAMPAGE.....29.99
RASTAN.....29.99
RESCUE MISSION 9.99
ROCKY.....29.99
SCRAMBLE SPIRITS.....29.99
SECRET COMMAND.....12.99
SHANGHAI.....24.99
SHINOBI.....29.99
SHOOTING GALLERY.....24.99
SHOOTING GAMES.....24.99
SLAP SHOT.....29.99
SPACE HARRIER 29.99
SPACE HARRIER 3D 29.99
SPELLCASTER.....29.99
SPY vs SPY.....17.99
*SUBMARINE ATTACK 29.99
SUPER MONACO G-PRIX 29.99
SUPER TENNIS.....9.99
TEDDY BOY 9.99
TENNIS ACE 29.99
THUNDER BLADE 29.99
TIME SOLDIERS 29.99
TRANS BOT 9.99
ULTIMA 4.....39.99
VIGILANTE.....29.99
WANTED 24.99
WONDER BOY 24.99
WONDER BOY – MON/LAND 29.99
WONDERBOY III 29.99
WORLD CUP ITALIA 90 .....24.99
WORLD GAMES 24.99
WORLD GRAND PRIX 12.99
WORLD SOCCER 24.99
Y's.....32.99
ZAXXON 3D.....29.99
ZILLION.....24.99
ZILLION II 24.99

SEGA GOODIES
SEGA BUMBAGS 5.99
SEGA HAT.....5.99
SEGA T-SHIRT L/S.....9.99
SEGA HOLDALL.....13.99
SEGA WATCH.....14.99
SEGA POWER MAGAZINE.....1.25
SEGA POWER BACK ISSUES 1.25

MEGADRIVE 189.99
POWERBASE CONVERTER 29.99
ARCADE POWER STICK.....34.99
AUDIO – VIDEO CABLE.....7.99
CONTROL PAD.....14.99
ALEX KIDD ENCH/ CASTLE..... 29.99
ARNOLD PALMER T/GOLF..... 34.99
BUDOKAN.....39.99
COLUMNS.....29.99
*CYBERBALL 34.99
ESWAT.....34.99
*GAMEGROUND.....34.99
GHOSTBUSTERS 34.99
FORGOTTEN WORLDS.....34.99
GHOULS N' GHOSTS 44.99
GOLDEN AXE 34.99
*HERZOG ZWEI 34.99
LAST BATTLE.....34.99
MOONWALKER 34.99
MYSTIC DEFENDER.....34.99
RAMBO III.....29.99
PHANTASY STAR II.....59.99
POPULAS.....39.99
REVENGE OF SHINOBI.....34.99
*STRIDER.....44.99
SPACE HARRIER II.....34.99
SUPER HANG ON 34.99
SUPER LEAGUE BASEBALL 34.99
SUPER MONACO GP.....34.99
SUPER REAL BASKETBALL.... 34.99
SUPER THUNDERBLADE 34.99
SWORD OF THE VERMILION 49.99
THUNDERFORCE II 34.99
TRUXTON.....34.99
*TWIN HAWK 34.99
WORLD CUP ITALIA '90 .....29.99
ZANY GOLF 39.99
ZOOM 29.99

ALL ORDERS WILL BE SENT ASAP PRICES INCLUDE VAT
* COMING SOON
PLEASE SEND PAYMENT WITH ORDER
ADD £2 FOR DELIVERY

FREE SEGA BUBBLEGUM WITH ALL ORDERS

★★★OUR SHOP IS NOW OPEN★★★

TV GAMES IS AN OFFICIAL SEGA STOCKIST UK VERSIONS ONLY

TV GAMES
THE SEGA SHOP
11 CASTLE PARADE
92 EWELL BY-PASS
EWELL SURREY
KT17 2PR
PHONE 081 786 7816
0831 520474
FAX 081 786 7192

THE APRIL COMPETITION

THE COMMODORE AMIGA

WIN

SEGA MEGADRIVE

(Plus Game of Your Choice)

WIN

ATARI LYNX

WIN

NINTENDO GAME BOY

In The FANTASTIC DIAL-A-QUIZ MONTHLY Computer Competition

Answer 4 simple computer related questions correctly and by this time NEXT MONTH YOU could be the Lucky Winner of one of the above Superb First Prizes in this months DIAL-A-QUIZ Computer Competition

THE CHOICE IS YOURS

e.g. QUESTION: In which game would you find two Dragons called Bub & Bob?
ANSWER: 1. Paper Boy.
2. Bubble Bobble.
3. Batman.
It's THAT simple!

And REMEMBER, you can enter ALL Competitions as many times as you like.

Amiga Hotline:	0839-121-166
Megadrive Hotline:	0839-121-167
Lynx Hotline:	0839-121-168
Game Boy Hotline:	0839-121-169

One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date for entries is 20th April 1991. All calls last approximately 3 minutes and if you are under 18 we ask you to please obtain your parents consent before dialling.
Calls are charged at 33p per minute cheap rate. 44p per minute at all other times.

JANUARY RESULTS:

PAT WILLIAMSON FROM CORNWALL .....AMIGA
MATTHEW CRAWFORD FROM YORKSHIRE .....MEGADRIVE
ROSS WILLIS FROM LANCS.....NINTENDO
DOMINIC STIEL FROM NORTHANTS .....LYNX

P. Grove. DIAL-A-QUIZ. P.O. BOX 11, SKEGNESS, LINCS. PE25 3NL

RAZE crave...

Yummy goodies you just can't be without! Available straight from the best source - the RAZE cave stocked with fun packed utensils

BRAND NEW CONSOLE OUT NOW!

GAMATE ONLY £59.99!

The **HOTTEST** & **CHEAPEST** Gameboy contender in town.

Features:
- Dot Matrix LCD
- Single player or Dual player facility with optional lead
- Rechargeable battery pack or AC adaptor available separately
- Extensive library of interchangeable Gamecards to guarantee continued excitement, only £14.99 each

The pack includes:
- Game System Console
- Stereo Headphones
- Manual
- Gamate Gamecard "Witty Apee"
- 4 AA Batteries

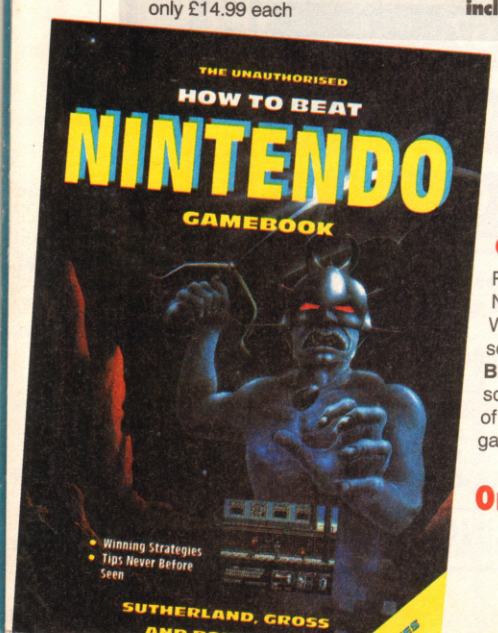
ONLY £59.99
inclusive of FREE game & VAT

The following consoles are available at £5 off recommended retail price. This is an amazing bargain you just can't miss out on!

	RRP	DEAL
ATARI LYNX incl. console, California Games & Videolink	179.99	174.99
NINTENDO GAMEBOY incl. console, earphones, videolink, Tetris game pack, batteries	69.99	64.99
NINTENDO DE LUXE SET incl. control deck, 2 controllers, R.O.B., zapper (light gun), Super Mario Bros & Duck Hunt Games pack	149.99	144.99
NINTENDO CONTROL DECK incl. control deck, 2 controllers, Super Mario Bros game pack	79.99	74.99
NINTENDO MUTANT MACHINE incl. control deck, 2 controllers, Teenage Mutant Hero Turtles game pack, poster	79.99	74.99
SEGA MASTER SYSTEM incl. console, 2 joypads & Super Hang On	79.95	74.95
SEGA MASTER SYSTEM PLUS incl. console, 2 joypads, light phaser, Super Hang On & Sa	99.99	94.99
SEGA SUPER SYSTEM incl. console, 1 joypad, light phaser, 3D glasses, Super Hang On & Missile Defense	129.99	124.99
SEGA MEGA DRIVE (16 bit) incl. console, 2 joypads, Altered Beast	189.99	184.99

The following GAMEMATE game cards are available (all at £14.99):

C1011	MONEY MAZE	C1007	GALAXY INVADERS
C1004	MIGHTY TANK	C1021	MYTH OF ASAMIA
C1006	MINI-GOLF	C1014	TIME WARRIOR
C1003	TENNIS	C1009	TORNADO
C1005	BRICK BLASTER	C1012	BASEBALL



THE UNAUTHORISED
HOW TO BEAT NINTENDO GAMEBOOK

Read this book and become a Nintendo video game ace. Whether a beginner or a seasoned campaigner **HOW TO BEAT NINTENDO** will help you solve the mysteries of over 100 of the most popular Nintendo games.

Only £3.99

CORISH'S COMPUTER GAMES GUIDE

CORISH'S COMPUTER GAMES GUIDE is the most comprehensive playing tips book ever produced! Featuring over 9000 tips, it covers back-door codes left by programmers, cheats and tips to get past opponents, shows how to skip levels, gives pokes for infinite lives and many other options! Cheats for Spectrum, C64, Amstrad CPC, Atari ST, Amiga, PC and all popular consoles! Includes over 175 solutions for the top adventurers and arcade adventurers!

Special price offer of only £14.99, a saving of £3.00

RAZE STICKS

DYNAMICS COMPETITION PRO 5000 (NORMAL)
Features arcade quality microswiches, dual fire buttons, robust steel shaft and rubber return for smooth control.
OFFER £13.50

DYNAMICS COMPETITION PRO 5000 (CLEAR)
Same as PRO 5000 NORMAL, but with see-thru body.
OFFER £13.99

DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and see-thru body.
OFFER £14.99

POWERPLAY CRYSTAL STANDARD
Clear joystick with red fire buttons and pistol grip handle
OFFER £14.99

POWERPLAY CRYSTAL TURBO
Same as CRYSTAL STANDARD, but includes fast autofire action.
OFFER £16.99

POWERPLAY CRUISER BLACK
With dual lead for spectrum 48K/128K/ Plus/ Plus 2/Plus 3.
OFFER £9.99

POWERPLAY CRUISER CLEAR AUTOFIRE
Simply by holding down either of the fire buttons enagges autofire.
OFFER £12.99

RARE RAZE BACK ISSUES

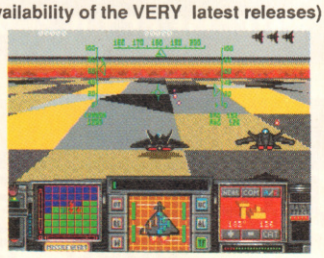
Missed out on earlier issues of RAZE? How could you! Never mind, if you hurry up, you may still get the chance of getting your mits on these valuable issues (while stocks last!):

RAZE 1 (Nov 90)
RAZE 2 (Dec 90)
RAZE 3 (Jan 91)
RAZE 4 (Feb 91)
RAZE 5 (Mar 91)
still only £1.95 each
(Europe £2.45, World Air Mail £4.95)

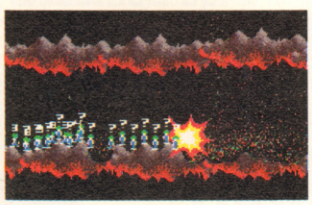
The following games are definitely available now:

(Ring our hotline 0584 875851 for availability of the VERY latest releases)

AMIGA	Offer
ATF II	19.99
BATTLE COMMAND	19.99
DEFENDER II	15.99
DRAGON'S LAIR II	37.99
ELVIRA	23.99
ESWAT	19.99
HORROR ZOMBIES..	19.99
LEMMINGS	19.99
LINE OF FIRE	19.99
MASTER BLAZER	19.99
PANG	19.99
RANX	19.99
WRATH OF THE DEMON	23.99
ZARATHRUSTA	19.99



ATARI ST	Offer
ATF II	19.99
BATTLE COMMAND	19.99
ESWAT	19.99
LINE OF FIRE	19.99
PANG	19.99



TOP GAMES STRAIGHT FROM THE SOURCE: A RAZING EXPERIENCE!

SOFTWARE MEGADEAL

If you wish to order any software that is currently available please use the following special offer discount table to calculate your offer price using the recommended retail price as quoted on the software houses adverts

RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.42	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

BUDGET GAMES!
Order any three £2.99 games and we will give you one £2.99 game absolutely free.

DISCOUNT LINE
Please phone 0584 875851 now between 9am & 5pm and ask for Discount Hotline*and we will give you availability and release dates for your software order.

PLEASE NOTE: MEGADEAL DISCOUNTS DO NOT APPLY FOR CARTRIDGE & GAME CARD PRODUCTS!

HOW TO ORDER

Please fill in the coupon below and remember, if you are ordering software make sure you have specified which computer it is intended and whether you require a cassette, disk or cartridge format. Similarily, don't forget to indicate garment size for cloathware. Alternatively phone our hotline ordering service between 2 and 4 pm for fast effective service (credit card payment only). Prices valid for U.K/Eire/Europe only. For overseas orders please add £2.00 per item for Air Mail Delivery

RAZE*crave* COUPON Issue 6

Name
Address
Postcode
Tel:
PVC No:

Item	Format/Size	Price
	Order Total:	£

Method of payment: ❑ ACCESS ❑ VISA ❑ PO ❑ Cheque (made payable to Newsfield Ltd.)

Credit Card No. | | | | | | | | | | | | | | | | | Expiry Date: _____

Send to: **RAZE*crave* ● Newsfield ● PO Box 10 ● Ludlow ● Shropshire ● SY8 1JW**

MVL SOFTWARE

MAIL ORDER DIVISION OF ESTABLISHED RETAILER

☎ 0354 56433 24HR HOTLINE

MVL GAMES RENTAL CLUB CALL FOR DETAILS

UK VERSION

SEGA MASTER SYSTEM £74.99
SEGA 16 BIT INC GAME £184.99
SEGA MASTER SYSTEM + ...£79.99
GAMES FROM £29.99

ACCESSORIES FOR ALL MACHINES PHONE FOR DETAILS

WE STOCK A LARGE SELECTION OF SOFTWARE FOR ALL CONSOLES & COMPUTERS

SEGA 16 BIT INC GAME £169.99
TO TAKE JAP/ENGLISH/AMERICAN CART. MASSES OF SOFTWARE - PHONE FOR DETAILS

PC ENGINE HANDHELD P.O.A
GAMEBOY INC GAME £69.99

NINTENDO TURTLE SET £77.99
SOFTWARE £29.99

SUPER FAMICOM P.O.A
AMSTRAD GX4000 + GAME £94.99

ATARI LYNX & GAME £129.99
SOFTWARE FOR ALL COMPUTERS

SELECTION OF SOFTWARE & ACCESSORIES FROM £5.99

"JUST A SELECTION OF WHAT'S AVAILABLE"
ALL ENQUIRIES WELCOME - "FRIENDLY FAST SERVICE GUARANTEED"
£1 P&P SOFTWARE, £5 P&P UK.
OVERSEAS CUSTOMERS WELCOME.

CHEQUES & PO PAYABLE TO:-

"MVL"
WHITEHART BUILDING, NENE PARADE, MARCH, CAMBS PE15 8PH
CALLERS WELCOME AT THE SHOP UNTIL 10pm EVERY NIGHT

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

NINTENDO SUPER FAMICOM
0898 - 555533
Plus Bombuzal and Act Raiser
simply the best!

MEGADRIVE 1 !
0898 - 555536
everyone wants one
you could win one!

PLAY TO WIN
December winners

J.Crisp Liverpool
Game Gear

K.Laing,
Lincoln.
Software
(£200)

D.Sargent
Finedon
Turtles

G. O'Donnell NW8
Megadrive

REMEMBER !!
You can enter more than once

MEGADRIVE 2 !!
0898 - 555571
yes another megadrive
your 2nd chance to win

(bet you had to turn your mag over to read this)
another 200 quids worth
0898 - 555579
HEAPS OF SOFTWARE

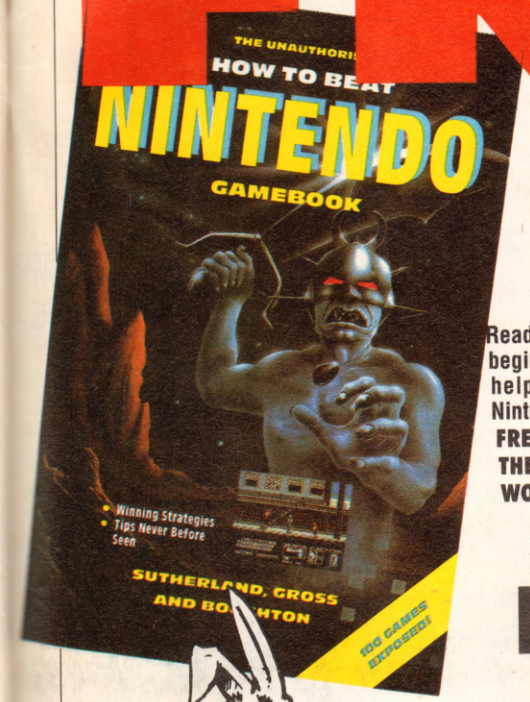
PLUS Ring any of the above numbers for details of the April bonus draw PLUS

all calls last approx. 4 mins. one prize per competition
calls are charged at 33p per min. cheap rate and 44p per min. all other times
if you are under 18 please get permission to use the telephone

PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR TEL: 0582 413943
WE SELL EVERYTHING. EG Famicom + 2 games £295 ,Megadrive + M Mouse £145.99

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

FREE!



THE UNAUTHORISED HOW TO BEAT NINTENDO GAMEBOOK

Read this book and become a Nintendo video game ace. Whether a beginner or a seasoned campaigner HOW TO BEAT NINTENDO will help you solve the mysteries of over 100 of the most popular Nintendo games.

FREE IF YOU SUBSCRIBE TO 12 FACT-PACKED ISSUES OF RAZE AT THE REGULAR LOW SUBSCRIPTION PRICE OF £18.00 – A GIFT WORTH £3.99!

–OR–

AN AMAZING £10.00 DISCOUNT OFF

Corish's COMPUTER GAMES GUIDE

CORISH's COMPUTER GAMES GUIDE is the most comprehensive playing tips book ever produced! Featuring over 9000 tips, it covers backdoor codes left by programmers, cheats and tips to get past opponents, shows how to skip levels, gives pokes for infinite lives and many other options! Cheats for Spectrum, C64, Amstrad CPC, Atari ST, Amiga, PC and all popular consoles! Includes over 175 solutions for the top adventurers and arcade adventurers!

SUBSCRIBE TO 12 FACT-PACKED ISSUES OF RAZE AT THE REGULAR LOW SUBSCRIPTION PRICE OF £19.95 AND PAY ONLY £9.95 FOR CORISH'S COMPUTER GAMES GUIDE – A MASSIVE SAVING OF £10.00

RAZE has it's very own subscription and single issue sales office in Ontario, Canada. Just phone your order through to Barry Hatcher of British Magazine Distributors Ltd. on tel. 519 421 1285 (fax 519 421 1873) – Mastercard welcome. Alternatively send your enquiries to British Magazine Distributors Ltd., 598 Durham Crescent, Unit 14, Woodstock, Ontario N4S 5X3, Canada. Yearly subscription rates USA $65, Canada CAN $75. Single issues USA $5.45, Canada CAN $6.45 (inclusive postage)

COUPON

Yes, I would like to subscribe to RAZE for 12 action-packed issues.

❒ I wish to receive FREE the UNAUTHORISED HOW TO BEAT NINTENDO GAMEBOOK

❒ Pay an extra £9.95 (normally £19.95) for CORISH'S COMPUTER GAMES GUIDE

❒ UK £18 ❒ EUROPE £25 ❒ WORLD AIRMAIL £38

I enclose a cheque/PO made payable to Newsfield Ltd. for:

SUB £ ..... CORISH OFFER £ ..... TOTAL £ .....

Signature: .....

Please charge to my Visa/Access Card No:

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Card Expiry Date: /

Name: .....

Address: .....

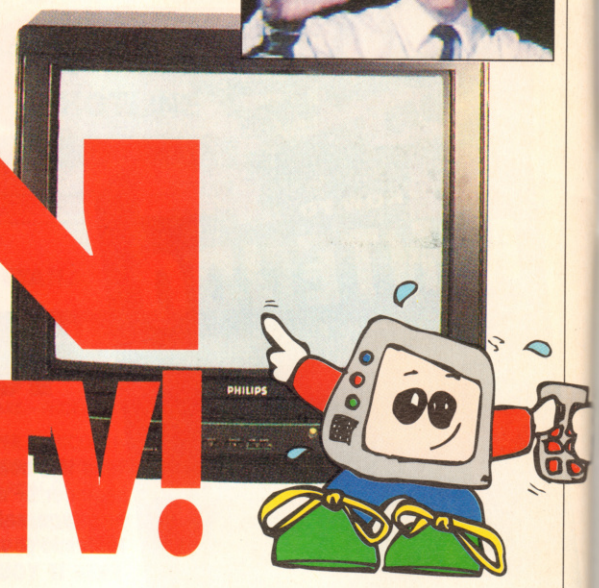
..... Postcode: .....

Return this coupon with payment to: NEWSFIELD, SUBSCRIPTION SERVICE, LUDLOW, SHROPSHIRE SY8 1JW

THE SUBSCRIPTION GIFT AND DISCOUNT OFFER IS ONLY VALID FOR READERS IN THE U.K.

5...4...3...2...1...

WIN A PHILIPS TV!



★ US Gold go mad!

● Gone all square-eyed at the sight of *Countdown* from US Gold? We certainly did, we even gave it a RAZE Rave! To celebrate their success, US Gold have thrust upon us a nifty 41 cm (that's around 17 inches) FST teletext television.

● This could be the end to all your problems. No more arguing with your parents because you want to watch Star Trek and they want to watch the news. In fact this Philips TV has even got a Sleeptimer so you don't doze off while watching Video View. And best of all, this high-tech goody comes complete with a SCART socket, allowing you to plug in most consoles and computers.

● So how can you get hold of one of these? Well, you could try sending us a pile of cash, that always gets a response, or you could think up a suitable caption for the picture of "our" Jools Boardman. The funniest, stupidest, most ridiculous caption out of the bag on March 3, will win the sender the Philips teletext TV. Pop your caption down on a postcard and send it to *The Lunatic Asylum, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

MAD MEN!

Help, I'm stuck in a mental institution without any TV.

My caption for the picture of Jools is:.....

.....

.....

.....

Name .....

Address .....

.....

.....Postcode.....

Entries must arrive by March 28, or you'll be getting a visit from the men in the white coats.

RAZE NEXT MONTH

Only a few more weeks to go till the next thrilling instalment of the RAZE saga.

Will Richard "The Don" Monteiro forgive Julian "Sonny" Boardman for his rash judgement of US Gold's latest licence, or will Les "Fredo" Ellis gather up enough courage to settle the situation between the two families?

Find out the true story behind the Corleone family, and the Godfather trilogy, in the next issue of RAZE. Will they go legit, or is it all too late? How can the Vatican help and where does Andy Garcia fit into all this?

Same place, same price, different time

March 28

Guaranteed free of any Coppola family members.

VIDEO FRAME GRABBER

PAL VERSION
£114.95
INC VAT

VIDI-AMIGA SCREEN SHOT

AVAILABLE FROM ALL GOOD COMPUTER SHOPS

VIDI FEATURES . . .

- Take snapshots in 16 shades live from video.
- Multiple frame store (will utilise all available memory).
- Dynamic cut and paste.
- Full palette control.
- Hardware and software control of brightness and contrast.
- Compatible with all video standards (colour, black and white, VHS, Beta, PAL, NTSC etc.)
- Upgradable to full colour with additional 'VIDICHROME' pack.

COLOUR UPGRADE
£19.95 inc VAT

VIDI-AMIGA SCREEN SHOT

VIDI ENABLES YOU TO . . .

- Have perfect freeze frame from any video.
- Incorporate real life objects into your favourite design.
- Grab real time 3-D images from TV.
- Enhance your graphics creativity.
- Capture and store action sequences.
- Desk top video.
- D.T.P. (Desk Top Publishing).

VIDI-AMIGA SCREEN SHOT

VIDI-AMIGA

ROMBO Limited

Rombo Ltd., 6 Fairbairn Road, Kirkton North, Livingston, Scotland EH54 6TS.

TEL: 0506-414631
FAX: 0506-414634

COMING SOON...

© 1991 Mirrorsoft Ltd © 1990 UCS & Amblin.

IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW Tel: 071-928 1454 Fax: 071-583 3494